NUR MUHAMMAD BIN KHAMEED

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EDUCATION

Singapore Institute of Management, University of London   **2016-Present**
Bachelor of Science, Creative Computing
• Achieved First Class Honours in Year 1 and 2.
• Expected to graduate in April 2020, with First Class Honours.
• Already completed final year exams, receiving results in August 2019.

•**Relevant Coursework and Projects:**

    The Dyslexia Experience: A serious game about Dyslexia   **2018-2019**
    Final Year Computing Project
    • Serious game on dyslexia.
    • Made with Unity (C#).
    • Places user into shoes of a dyslexic and provides information about Dyslexia.
    • Aims to increase awareness of public towards Dyslexia.

    Euterpe   **2018**
    Year 2 Creative Computing Coursework
    • Musical Artist Recommender app.
    • Made in java and processing.
    • Uses content-based filtering to recommend artists.
    • Uses Last.fm API tags and values.
    • Includes a YouTube embedded player.

Tampines Junior College   **2010-2012**
Singapore-Cambridge GCE A Levels
• H2 Chemistry Class Representative

WORK EXPERIENCE

Healthzilla   **May-September 2018**
iOS Developer Intern
• Working closely with the CEO to develop and maintain application for launch of new version.
• Developing and modifying the application interface.
• Use XCode to create and carry out UI and unit testing.
• Standard bug fixing.
• Provide feedback and testing results to the team to improve the app.

Gibson Innovations   **June-September 2015**
Administrative Assistant
• Assist customer in the redemption of audio products.
• Arrange delivery of products.
• Handling product inventory and stock counting.
• Assist in the sale of clearance stock.

OTHER PROJECTS

Queseek   **2018-2019**
"Lost And Found Platform" prototype
• A platform for SIM students, which allows them to make lost and found notices as well as post other errands "quests and seeks".
• Built with Python web framework Flask, SQL and web languages.
• Part of Project Altair of IONS (CCA Project).
• Uses gamification, with a points system for completing quests. Points collected levels user up, as well as can be used to unlock avatars. Future use of points for redemption of goods, etc.
• Winner of first place and best user design for Project Altair.
• Have future plans of collaborating with SIM to make this a functioning product.

AWARDS

IONS Showcase Night 2019 First Place and Best User Design Award
• First place and best user design for Queseek - a prototype that provides a 'Lost And Found' platform/application that aims to build community spirit amongst students in SIM.

SIM Student Leaders' Awards & Appreciation Night (SLAAN) Impetus Award 2018/19
• Award in recognition and appreciation of outstanding leadership and service.

University of London Academic Achievement Award 2018
• Award for being one of the best candidates who achieved excellent overall marks.

University of London Letter of Commendation 2017
• Award for great academic performance.

SKILLS

• Fluent in English
• Advanced proficiency in Java and Python
• Intermediate proficiency in Swift and C#
• Intermediate proficiency in HTML, CSS, JavaScript and Flask (Python Web Framework)
• Competent in SQL, MySQL
• Competent in XCode (Swift)
• Competent in Unity(2D)
• Knowledgeable in Adobe Photoshop

CO-CURRICULAR ACTIVITIES

SIM Innovations and Networking Society (IONS)   **Sept 2018-March 2019**
IONS Ambassador and Marketing Subcommittee Member
As IONS ambassador:
• Project Altair:
 - Develop a digital coding project in a team setting.
 - Leader in the project, managing tasks and scheduling meetings.
 - Winner of best project.
• General Duties:
 - Outreach to students and general public about IONS' mission, workshops, programs.
 - Assist in the setting up and running of IONS events (e.g. Fireside chats).
 • Marketing Subcommittee:
 - Assist in creating of promotional marketing materials.
 - Managing IONS social media accounts.

St. Hilda's Secondary Robotics Club   **2006-2009**
Member
• 2007 17th Singapore Inter-School Micromouse Competition
 - Secondary School Div. 1, 2nd Runner up
• 2006 Singapore Robo Grand Prix Sept 2006 Pre-Season Challenge
- Novice Group B Merit.

VOLUNTEER EXPERIENCE

Saturday Kids (Code in the Community)   **Jan-March 2019**
Teaching Assistant
• Assist young kids in learning Python over 10 sessions.
• Assist the teacher with other ad hoc duties.
• Motivate students and encourage them to be creative.

Art-ter   **March 2019**
Volunteer
• Joint project by SIM Soci Club and Youth Corps Singapore.
• Spend time with the elderly making recycled notebooks.