NUR MUHAMMAD BIN KHAMEED

Email: moud@live.com.sg Mobile: +65 81894490

Portfolio: http://moudnm.herokuapp.com/ LinkedIn: https://www.linkedin.com/in/nur-muhd/

GitHub: https://github.com/moudnm

EDUCATION

Singapore Institute of Management, University of London

2016-2019

Bachelor of Science, Creative Computing

- Graduated with First Class Honours.
- Obtained A (70 marks and above) for every module and FYP.

•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.

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.