

Mohammed Shujath Nawaz

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EDUCATION

Chaitanya Bharathi Institute of Technology
B.E in Computer Science and Engineering CGPA: 9.55

Hyderabad, Telangana
Nov. 2022 – 2026

Prathibha Junior College
12th CGPA: 9.89

Mahabubnagar, Telangana
2020 – 2022

Panchavati Vidyalaya
10th S.S.C Board GPA: 10

Mahabubnagar, Telangana
2020

EXPERIENCE

Software Developer Intern
GrapplTech

June 2024 – July 2024
Remote

- Contributed to the development of a component library, enhancing reusability and consistency across projects.
- Designed and developed multiple Hero sections, improving visual appeal and user experience for the company's web applications.

PROJECTS

Online Video Streaming Platform | *Flask, Kafka, S3, FFmpeg, Docker, React, MongoDB, JWT*

 GitHub

- Designed and developed a video streaming system with adaptive bitrate streaming.
- Built the backend using Flask and Kafka to efficiently handle video processing workflows.
- Integrated AWS S3 for secure video storage and utilized FFmpeg for format conversion.
- Developed an interactive frontend with React and NEXT UI for smooth user experience.
- Managed data storage with MongoDB and secured user sessions with JWT authentication.

TrustTribe | *HTML, CSS, JS, Node.js, Express.js, EJS, Mongoose, MongoDB, Socket.IO*

 Live

 GitHub

- Led backend development for a community engagement platform featuring real-time group chat for safety and collaboration using Socket.IO.
- Integrated Nodemailer for automated email notifications and employed Express sessions for effective session management.
- Developed an incident reporting system, allowing users to report and track community issues.
- Implemented an event calendar, enabling users to create, manage, and participate in community events.

YouTube Video Summarizer | *Flask, Hugging Face BART, Whisper, yt-dlp, YouTubeTranscript API, HTML, JS*  GitHub

- Built a Flask-based web application that extracts and summarizes YouTube video content.
- Retrieved captions using the YouTube Transcript API and summarized them using the BART-Large-CNN model.
- Implemented OpenAI Whisper for speech-to-text conversion when captions were unavailable.
- Leveraged GPU acceleration to enhance performance during transcription and summarization.
- Integrated yt-dlp for efficient audio processing and metadata extraction.

Multiplayer Tic-Tac-Toe | *Node.js, Express, Socket.io, EJS, CSS, JavaScript*

 Live

 GitHub

- Developed an interactive Tic-Tac-Toe game supporting single-player and multiplayer modes.
- Implemented AI opponents with both easy and hard difficulty settings for single-player mode.
- Enabled multiplayer gameplay with real-time updates using Socket.io for seamless communication.
- Provided multiple game modes, including local two-player, random matchmaking, and private custom rooms.
- Built a responsive UI with EJS and CSS for an engaging user experience.
- Deployed the game online for public access and real-time play.

TECHNICAL SKILLS

Languages: Python, JavaScript, Java, C, C++

Frontend Technologies: HTML/CSS, React, Bootstrap, Tailwind, NextUI

Backend Databases: NodeJS, ExpressJS, Flask, MongoDB, SQL

Machine Learning: Scikit-learn, Pandas, NumPy, Matplotlib, seaborn

Tools Platforms: Kafka, Docker, Git

Others: Data Structures and Algorithms