# Mohammed Shujath Nawaz

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## Education

**Chaitanya Bharathi Institute of Technology** — Hyderabad, Telangana
*B.E in Computer Science and Engineering* ***CGPA: 9.4*** — *Nov. 2022 – 2026*

**Prathibha Junior College** — Mahabubnagar, Telangana
*12th* ***CGPA: 9.89*** — *2020 – 2022*

**Panchavati Vidyalaya** — Mahabubnagar, Telangana
*10th S.S.C Board* ***GPA: 10*** — *2020*

## Experience

**Software Developer Intern** — June 2024 – July 2024
*GrapplTech* — *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.

**Sudoku Solver Web App** | *React, Flask, TensorFlow, OpenCV, CNN, Python* — GitHub

- Built a full-stack web app that solves Sudoku puzzles from user-uploaded images using computer vision and deep learning.
- Trained a custom CNN model to recognize digits from images, with preprocessing handled via OpenCV.
- Implemented a React-based frontend and Flask backend for image upload and puzzle solving.
- Used backtracking algorithm for solving the recognized Sudoku puzzle and designed a responsive UI for all devices.

**Face Mask Detection with Live Camera Feed** | *Python, OpenCV, TensorFlow, EfficientNetB0, VGG16* — GitHub

- Developed a real-time face mask detection system that classifies whether individuals are wearing a mask or not using live webcam feed.
- Applied deep learning techniques with VGG16 and EfficientNetB0 (transfer learning) for accurate binary classification.
- Used OpenCV for video processing and overlaid classification results directly on the live camera feed.

**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
**Frontend Technologies**: HTML/CSS, React, Bootstrap, Tailwind
**Backend Databases**: NodeJS, ExpressJS, Flask, MongoDB, SQL
**Machine Learning Deep Learning**: TensorFlow, Keras, Scikit-learn
**Tools Platforms**: Kafka, Docker, Git
**Others**: Data Structures and Algorithms