Mohammed Sadiq Bagalkot

Year 4 Computer Science Student

Age: 21 Location: Sharjah, United Arab Emirates
Phone: +971 50 71 76 796 Email: sadigshabbir4@gmail.com

GitHub: https://github.com/msadiq10 LinkedIn: https://www.linkedin.com/in/msb10/

Robotics, Web/App Development,
Cybersecurity.
Always eager to learn, improve and
develop new skills.

An enthusiastic and passionate coder with an extensive knowledge and interest in Al,

Education

2019 - 2023

BSc. (Hons.) in Computer Science

Heriot-Watt University Dubai Campus

Current subjects: Data Mining and

Machine Learning, Intelligent Robotics,
Industrial Programming

Skills

Technical Skills -

- Python, Java, C++
- HTML, CSS, JavaScript
- MERN Stack (MongoDB, Express, ReactJS, NodeJS)
- C#, .NET
- C, ARM, Raspberry Pi
- XML, Prolog, OCaml, PDDL
- MS Excel, Word

Soft Skills -

- Problem Solving
- Critical Thinking
- Teamwork and Leadership

Achievements

- Deputy Principal's Award (2020 2021)
- <u>AWS Cloud Practitioner</u> Essentials (2022 – Present)
- Other certificates

Projects

Aug 2022 - Sept 2022

MSB - Personal Portfolio Website

A personal portfolio website built to showcase my projects. Made using **HTML**, **CSS**, and **JavaScript**. **Link**: https://msadiq10.github.io/

Jan 2022 - Aug 2022

Readlt - Academic Project

Platform for readers and writers to come together, create, collaborate, and mashup stories from their favorite categories. As a **technical lead** of the team, I was responsible for both – frontend and backend, development of the project. *Technology*: **MERN**Stack

Link: https://github.com/msadiq10/READ-IT

Nov 2021 - Nov 2021

Tic-tac-toe: Markov Decision Processes & Reinforcement Learning – *Academic Project*

An academic project to implement Value Iteration, Policy Iteration that plan/learn to play 3x3 Tic-Tac-Toe game in **Java**.

Link: https://github.com/msadiq10/TicTacToe

Aug 2021 - Aug 2021

Snake Game – Personal Project

The classic snake game made using the **Pygame** library in **Python**.

Link: https://github.com/msadiq10/Snake

Mar 2021 - Apr 2021

Mastermind - Academic Project

An academic project to implement the famous mastermind game in **C** and **ARM Assembler** to understand the concept of Systems Programming.

Link: https://github.com/msadiq10/MasterMind

Jan 2021 - Feb 2021

Image Steganography – Academic Project

Image steganography of PPM images to encode and decode messages in the red pixel field of the images **using C**.

Link: https://github.com/msadiq10/steg