

Muhammed Nasif

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- A Motivated Individual with in-depth knowledge of languages and development tools, seeking a position in a growth-oriented company where I can use my skills to the advantage of the company while having the scope to develop my own skills.

Professional Experience

MAR 2021 – APR 2021

Web Development Intern - Front End Dev, QA and Documentation



Tisser Technologies.

Kerala, India

- **Designed, built, and maintained websites**, using authoring or scripting languages, content creation tools, management tools, and digital media.
- **Wrote supporting code** for web applications or web sites.
- **Provided clear, detailed descriptions** of web site specifications such as product features, activities, software, communication protocols, programming languages, and operating systems software and hardware.
- **Evaluated code** to ensure that it is valid, is properly structured, meets industry standards and is compatible with browsers, devices, or operating systems.
- **Identified problems uncovered by testing or customer feedback**, and corrected problems or referred problems to appropriate personnel for correction.

JULY 2020 – FEB 2021

Mod Developer - Programmer, Game Asset Designer, QA



Tamriel Rebuilt.

Bangalore, India

- **Joined an Open-Source project that aims to complete development of the Elder Scrolls III: Morrowind** by reconstructing the world to include the province's mainland, through the study of creation of lore, and preservation of game's creative vision and direction.
- **Designed and Developed** Characters, Settings and Props for games.
- **Coded, Unit Tested, and Debugged** applications in various system environments.
- Developed Functions that helped improve **User Experience and Graphical Fidelity**.
- **Wrote, analyzed, reviewed, and rewrote programs**, using workflow charts and diagrams, and applying knowledge of computer capabilities, subject matter, and symbolic logic.
- **Assigned, coordinated, and reviewed work and activities** and contributed to instructions or manuals to guide end users.

Education

2021

Bachelor of Technology, Computer Science Engineering – 7.2 CGPA

Acharya Institute of Technology, Bangalore



2016

XII Standard CBSE – 8.4 CGPA

2014

X Standard CBSE – 8.8 CGPA

Marygiri Senior Secondary School, Kannur, Kerala



Professional Certifications

APRIL 2020

Computer Science for Web Programming

HarvardX



MARCH 2020

Google Cloud Fundamentals

Google Cloud Platform



JANUARY 2020

Machine Learning and Deep Learning in Python and R

Strat Tech Academy



JANUARY 2021

Python Data Science

Harvard University Extension School



Projects & Training

JANUARY 2021

Age, Gender and Emotion Detection using Machine Learning

Python, PyQt, Machine Learning



[Github Repo](#)

- A System to accurately determine the Age, Gender and Emotion of a person in real time. This project describes a new Emotion Detection System based on a video feed in real time. It demonstrates how a bespoke Machine Learning Support Vector Machine (SVM) can be utilised to provide quick and reliable classifications.
- Features used in the project are 68-point facial landmarks. In a lab setting, the application has been trained to detect six different emotions by monitoring changes in Facial Expressions.
- Its utility as a basis for evaluating the emotional condition of people in situations using Video and Machine Learning is considered and discussed.

DECEMBER 2019

Railway Ticket Reservation System

Java, SQL, XML



[Github Repo](#)

- A Java based standalone application built using javafx framework and MySQL that facilitates Train Ticket Booking.
- The Railway Ticket Reservation System facilitates the admin to enquire about the Trains available on the basis of Source and Destination, Booking and Cancellation of Tickets, Creating Train details and its routes etc.
- Its utility as a basis for evaluating the emotional condition of people in situations using Video and Machine Learning is considered and discussed.

JUNE 2020

Library Portal

HTML, CSS, JavaScript, PHP, SQL



[Github Repo](#)

- A Library Portal is a web based system built using authoring or scripting languages, content creation tools, management tools, and digital media.
- The primary purpose of Library Portal is the discipline of planning, coordination and management of the Library's activities which include maintaining the information about the books present in their library, their authors, the members of the library to whom books are issued, etc.
- The Library Portal provides functionalities to manage asset collections, relationship with members, keep track of the books and their checkouts as well as members subscriptions and profiles.

Skills

Programming Languages: Python, C++, Java, C#

Web Development: HTML, CSS, JavaScript, Node.js, Three.js

Technologies: SQL, MongoDB, Unreal Engine, Blender

Managerial Skills: Problem Solving, Critical Thinking, Communication, Teamwork

Activities

Video Games • Literature • Art • Yoga

Workshops & Certifications

Ethical Hacking

Radiance , IIT Bombay



Game Design Workshop

Gamer Connect, Bangalore



Robotics and AI

Skyfi Labs , Bangalore

Skyfi Labs