MOHAMMAD NOMAAN QURESHI

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EDUCATION

International Institute of Information Technology, Hyderabd, India　　*July 2018 - **Present***
Integrated BS/MS in Computer Science　　　　　　　　　　　　　　　　Cumulative GPA: 9.00/10

CARRIER OBJECTIVE

I am interested in Computer Science. Specifically, I aspire to be an expert who can train machines to think.

PROJECTS

Line Follower Robot
Using an Arduino-based robotics kit, I assembled and programmed a line-follower robot. The robot uses infra-red (IR) sensors to analyze the intensity of light reflected off the surface. Using a combination of three IR sensors, the robot decides if it is still on a line or if it has deviated to the right or the left of the line. It then applies a width-modulated pulse to the DC motors via a motor-driver IC which in turn moves the robot forward, left or right.

Dinosaur Jump Game
Inspired by the dinosaur jump game built into Google's Chrome web-browser, I programmed a game using Python and PyGame library with similar functionality and user experience. Code available at the following link: github.com/qureshinomaan/

TECHNICAL STRENGTHS

Experience on a scale of Beginner (B), Intermediate (I), Expert (E)

Programming	Python (I), C (I), C++ (B/I), JavaScript (B)
Software & Tools	Keras (B), PyGame (B), Flask (B), Shell Scripting (I), HTML (B), CSS (B), Mac OS (I), Linux (I)

ACADEMIC ACHIEVEMENTS

Ranked in top 0.5 percentile of students who appeared for IIT-JEE 2018 exam (total participants　1 Million).

NON-ACADEMIC INTERESTS

Soccer　Barcelona fan
Nature　observing ants
Photography　learning