HUSSAIN MUSTHAQ

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Endlessly curious full stack engineer, eager to learn new technologies and apply a wide range of experiences to solving hard, real world challenges. Exposed to software development, neural networks, visualizing data, natural language processing, machine learning. I am willing to dive deep into the task at hand and can be counted on to deliver outstanding results.

EDUCATION

University of North Carolina at Charlotte: *Charlotte, NC* May 2021
Master of Science in Computer Science GPA: 3.88
Relevant Coursework: Database Systems · Computer Graphics · Virutal and Augmented Reality · Intelligent Systems · Software System Design and Implementation · Computer Communications and Networks · Machine Learning

SRM Institute of Science and Technology: *Chennai, India* May 2018
Bachelor of Technology in Computer Science GPA: 3.2

SKILLS

PROGRAMMING & SCRIPTING: JavaScript, Python, Java, C++, TypeScript, Shell Scripting, GML, C#, W
DATABASE: MySQL, Oracle SQL, PostgreSQL, NoSQL- MongoDB and Firebase Real-time Database
TECHNOLOGIES & TOOLS: React (including Context API), Node.js, Angular, Spring Boot, Unity, WebGL, D3, Firebase, Bootstrap, jQuery, Scikit-Learn, Git, Gitlab, AWS RDS, Django, Socket.IO, HTML5, CSS, Material UI, EC2, Docker, Jira

EXPERIENCE

Graduate Teaching Assistant August 2020 – Present
University of North Carolina, Charlotte
- Implemented shell scripts to auto grade assignments from Gitlab against rubrics and reduced manual grading by 90%.
- Reorganized class to facilitate virtual learning in response to COVID-19 and assisted in research work.

Software Developer Intern June 2016 – July 2016
Playerz Entertainment Pvt. Ltd., India
- Incorporated conversion scripts to migrate SQL server database to Oracle database using procedures, functions, and packages.
- Effectively increased retrieval rate by 30% by horizontal partitioning.

RELEVANT PROJECTS

Realtime Video Telephony Chat Service (Github) January 2021
- A realtime video and chat service by configuring peer-to-peer API build on top of WEBRTC to support both data channel and media streams.
- Established a WebSocket for upto 100 client connections using Socket.IO.

Niner's Connect November 2020
- Created a Responsive Web Application prototype that would allow university students to network and share posts as well as vote and comment on their classmates' content (MERN stack with GraphQL and JWT for authentication).
- Implemented wireframes as part of a Kanban style, agile workflow.

3D Widget Augmented Reality (Github) December 2019
- Devised a 3D modeling tool intergrating infrared light based stereoscopic camera in Leapmotion sensor in Unity to achieve smooth scaling, transforming and rotating 3D widgets using hands.
- Formulated 3D mechanics for Arcball rotating using quaternions in C#.

QA Health Assistant for Covid 19 (Github) December 2020
- Developed a Chat Bot using Transformer model and trained BERT to consume research papers and tested against SQuAD v2.
- Increased accuracy of the result by 10.4% by tuning hyper parameters using PyTorch.
- Cleaned and trained growing dataset containing over 100,000 papers using Python.

Mentor Management Application (Github) December 2019
- Developed a communication platform for mentors and mentees and with RESTful API in Node.js, AWS RDS and Splunk visualization for visualizing data.
- Worked with classmates following an agile methodology. Weekly scrum meetings were held to discuss new features to be added.

Lights Out (Github) December 2020
- Worked with a team to create a platform-type, puzzle game with Game maker language GML incorporating OpenGL Shaders.
- Featured as the most innovative game in the department of College of Computing and Informatics.