Muhammed Shanid

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Objective

Creative and passionate developer with strong skills in game development, software and web development, video editing, and graphic design. Seeking opportunities to build innovative digital experiences, contribute to impactful projects, and grow as a versatile developer.

Education

Indian Institute of Information Technology (IIIT), Kottayam

B.Tech in Artificial Intelligence & Data Science | 2024 - Expected Graduation: 2028

Indian School Al Seeb, Oman (CBSE)

12th Grade - 84% | 2023

10th Grade - CBSE | 2021

Technical Skills

Languages & Frameworks: C, C++, C#, Java, Kotlin, Python, JavaScript, HTML, CSS, PHP, Node.js, SQL

Game Development: Unity, Blender, OpenCV, C#, Multiplayer Systems

Web Development: React, AngularJS, Firebase, MongoDB, MySQL, Oracle, SQLite, Git, Linux

Mobile Development: Android (Java/Kotlin), Firebase

Tools & Platforms: Git, Arduino, Firebase, Adobe Photoshop, Adobe Illustrator, Selenium

Projects

- E-Commerce Platform

Developed a full-stack e-commerce website with admin panel, product management, and secure user authentication.

- Open World Game (GTA-like)

Created an immersive Unity-based 3D open-world game with vehicles, AI, and interactive elements.

- Company Profits & Accounting System

Web application for businesses to manage cost calculation, profit tracking, and internal reporting.

- Expense Tracker App

Built a mobile app to help users manage daily expenses with budget alerts and analytics.

- Multiplayer Game Suite

Designed and developed multiplayer games using Unity and networking libraries for real-time play.

Achievements

- Winner - Intercollege Hackathon

- Best Coder Award - School Recognition

Languages

English, Malayalam, Hindi, Arabic (Read & Write)