Altaf Hussain

Computer Engineer

27 June 1997

Udaipur(Rajasthan)

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About me

To obtain an entry-level software engineer position and to contribute my computer science knowledge, mathematical knowledge, and logics in designing and developing business software applications.

Achievements

Public Speaking:3rd Prize in Debate competition
Scientific Pursuit:National Science Olympiad School Topper
Sports: Certified B-Level HorseManShip
General Awareness:InterSchool Quiz Champion
Nation Service: A certified NCC cadet
Scouts (Boys)

Extra-Curricular

Co-Convener & Head @ Zarf-19
- Annual College Fest
- Raised 400000INR
- Lead team of 400
- Conducted 80 events in 14 days.

Youtuber @ Mad-Titles
- Created 3 videos per week
- Acted and Directed in videos

Founder(The Quest)
- Initiative to bring extra-curricular events like stand-up comedy and slam poetry to college

Online-events coordinator @ Zarf-18
- Conducted 14 events
-Lead team of 6

Content Director @ AMU LitFest 2017
- Created 7 informative videos
- Lead team of 10

Organizer @ Water Distribution Camp
- Distributed water sachets during entrance exams
- Under the aiges of NGO Udaan

Experience

2018 — **MKT Softwares** — *Intern*
NOIDA
Worked with JQuery,AJAX, JS for designing front-end and event handling.
Worked as part of back-end development team in project using PHP and MySQL database.
Single-handedly implemented the user's credential and verification database protected with md5 hash.
Created interactive Login,SignIn webpages.
Created secure Email-Verifcation process for new users.

Projects

2019 — Image Steganography using Machine Learning and CNNs
Under the guidance of Asst. Prof Mr. Mohammed Abdul Qadeer
Did an extensive research to create state-of-the-art implementation with 97% payload capacity.
Shifted paradigm of encoding from Loss-less compression to Lossy compression with help of Auto-encoders.
Implemented using Python,Torch,TensorboardX.

2019 — Portfolio Website
Address:https://www.dungeonaltaf.github.io.
Implementation of minimalistic yet unique design using BootStrap.
Gained extensive hands-on experience with Git and Github.

2018 — Space Odyssey (Endless Runner Game)
Under the guidance of Associate. Prof Dr. Saiful Islam
Built an immersive gaming experience with latest Unity 3D engine and Visual Studio.
Single-handedly created the high-level design down to coding every logical component.

2017 — Tick-Tack-Toe
A React implementation of a board game.
Deployed on web using Cloud technologies such as AWS and AMPLIFY
Gained experience in working of IaaS

2016 — Bird Game(Flappy Bird)
Built a User-friendly Side-Scrolling mobile game using Unity-2D engine.
Gained exposure in end-to-end development of game production, from requirement analysis to designing, coding and testing on various platforms.

Skills

Technology	Blockchain,Cloud Computing,Machine Learning
Languages	Java,PHP,JS,JQuery,C,C++,React.js ,Node.js,Python,MySQL
IDE/Editors	Sublime,Visual Studio, VS Code,Eclipse

Education

Year	Institution		Degree
2015-2019	Z.H.C.E.T. (Aligarh Muslim University) 62.94%		B.tech(Computer)
2015	St. Gregorios Sr. Sec. School 90.00%		Senior Secondary
2013	St. Gregorios Sr. Sec. School 10.0 CGPA		Secondary