

MOHAMMAD ALI HAIDER

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OBJECTIVE

Dedicated CSE student at IITM Gwalior with a passion for AI, ML, and Data Science. Eager to apply analytical skills for societal and national development.

EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Tech. (CSE)	Indian Institute of Information Technology and Management, Gwalior, Madhya Pradesh, India	9.39	2023 - Present
HSC (12th Grade)	Indian School Nizwa, Oman (CBSE)	93.2%	2021 - 2023

EXPERIENCE

Addon Developer OASIS (Official Minecraft Marketplace Partner)	Jul 2025 - Present
- Developing and publishing high-quality Minecraft Bedrock addons and game content for Minecraft Marketplace. - Created entities, AI behaviors, block mechanics, and animation controllers using Scripting and JSON APIs. - Collaborated with artists and developers to design immersive, interactive gameplay experiences.	Remote
Computer Vision Intern Sapphire Technologies and Trading LLC	May 2025 - Jul 2025 Sultanate of Oman
- Designed and implemented a facial recognition module using OpenCV and deep learning frameworks. - Integrated anti-spoofing techniques to prevent fraudulent entries using 2D images and video-based attacks. - Built a functional prototype for real-time attendance marking.	
Intern - AI and Automation in Manufacturing Al Shams (Al Anwar Ceramic Tiles Co. SAOG)	May 2024 - Jun 2024 Sultanate of Oman
- Enhanced production data collection and analysis, improving reporting efficiency. - Designed and deployed AI and ML models for defect detection, reducing error rates in production quality checks. - Automated production reporting systems using Python and TensorFlow, optimizing operational workflows.	

PROJECTS

SignifyMe (Python, TensorFlow, Mediapipe, Flask):

- Developed a tool that bridges the communication gap for people with hearing disabilities.
- Translates American Sign Language to text in real-time.

IP Dropper (React, Node.js):

- Developed a web application which enables peer-to-peer (P2P) file transfer between devices on the same network.
- Direct file transfer without relying on a central server, ensuring faster transmission and improved privacy.
- Features include device status and history of received and sent files.

Games and Replica (Python, NEAT, Pygame):

- Created replicas of popular games like *Flappy Bird*, *Chrome Dino Game*, *Ping Pong*, and *Snake*.
- Developed AI agents using NEAT (NeuroEvolution of Augmenting Topologies) to autonomously play and learn from game environments.

SPECIALIZATIONS AND CERTIFICATIONS

- Deep Learning Specialization [Coursera]
- Supervised Machine Learning [Coursera]
- Linear Algebra for ML and DS [Coursera]
- Build Basic GANs [Coursera]
- CS50's Introduction to CS [Harvard University]
- Mastering Data Structures & Algorithms [Udemy]

SKILLS

Programming Language and Tools: Python, C, C++, Java, TensorFlow, PyTorch, Mediapipe

Hobbies: Playing Guitar, Sports (Badminton and Football)

Technical Expertise: Database Management System, Operating System, Computer Networks

AWARDS AND ACHIEVEMENTS

- Developed a game called *Health Ninja* that won 1st place in a 3-hour game jam event, Trijam..
- In Class XII, achieved the highest marks and was recognized as the school topper in Mathematics and Chemistry.
- Several NSO and IMO Olympiad achievers school rank during Class VI to Class IX, ISWK, Sultanate of Oman.