MOHAMED YASEEN MOHAMED SHUAIB

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Education

New York University Aug 2024 – Present

Master of Science in Computer Science *New York, NY*

- Coursework: Algorithms I, Operating Systems, Big Data (Hadoop, Apache Spark, Dask, MongoDB), Programming Languages (Haskell, Julia, Prolog), Intro to Java, Introduction to AI and Its Applications in Business (NYU Stern), Human Computer Interaction, Blockchain, Open Source and Professional Software Development
- Expected May 2026

S.R.M. Institute of Science and Technology June 2024

Bachelor of Technology in Computer Science & Engineering (AI&ML) *GPA: 9.07/10.0 (First Class with Distinction)*

Experience

Mphasis Feb 2024 – May 2024

Next Labs Intern (R&D) *Bengaluru, India*

- Evaluating and comparing performance metrics of various Large Language Models for enterprise implementation, and providing actionable business insights
- Orchestrated a comprehensive analysis of performance metrics, cost structures, and deployment strategies across multiple LLM architectures, identifying areas for optimization and improvement

Projects

Twiv for Twitch | Swift, UIKit - TestFlight Jan 2026

- Designed and developed a third-party Twitch app for iOS that combines third-party emotes, a low-latency Multi-video player, YouTube-like PiP,Chat Tabs and many new features

PassMan Password Manager | Java, JavaFX, Argon2, Maven - Install Video Link May 2025

- Designed and developed a secure, native desktop password management system using JavaFX & Argon2, ensuring cryptographic security and compliance with industry standards
- Integrated Argon2 encryption algorithm ensuring cryptographic security against modern attack vectors
- Deployed portable builds for Windows x64 and macOS Apple Silicon with plans for a signed installer in v1.0

Intrusion Detection System | Python, YuNet, OpenCV, TensorFlow - GitHub Link May 2024

- Architected and deployed a large-scale computer vision-based intrusion detection system using PyTorch, reducing false-positive detections by 30% and improving overall system accuracy by 25%
- Published research findings in Springer Nature conference proceedings documenting a novel approach to threat detection
- Presented system architecture and performance analysis at an international academic conference; published in Springer

Gesture-Tracked Gaming Platform | Python, MediaPipe, OpenCV, Pygame - GitHub Link Dec 2023

- Crafted and developed a real-time, cloud-based motion-controlled gaming platform using MediaPipe, demonstrating practical applications of computer vision and machine learning in interactive entertainment
- Implemented custom gesture mapping algorithms enabling intuitive gameplay mechanics
- Demonstrated practical applications of computer vision in interactive entertainment

Skills

Technical: Python, C++, Java, Machine Learning, Deep Learning, Computer Vision, Git, Linux, SQL, TensorFlow, PyTorch

Languages: English (Fluent), Tamil (Fluent), Hindi (Basic)

Certifications: Microsoft Azure AI Fundamentals (AI-900 Certification Exam), NVIDIA Deep Learning Fundamentals, Cloud Foundations (Great Learning), Introduction to Machine Learning (NPTEL), Generative AI Virtual Internship (OpenWeaver)