



# SHAIK AFROZ

Java Developer

## My Contact

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📍 Dubai, UNITED ARAB EMIRATES

## KEY SKILLS

- Java Programming
- Object-oriented programming (OOP)
- SQL and Database Management
- PL/SQL
- Web Development (HTML, CSS, JavaScript)
- Frameworks (Spring, Hibernate)
- C Programming

## STRENGTH

- Self Confidence.
- Hard Working, Friendly personality, Patient/Tolerant nature.
- Quick learner motivated and dedicated to getting the job done right.
- Strong communication skills and ability to work well at various levels.
- PRO-ACTIVE & Willingness to work under any pressure.

## CERTIFICATES

- Full stack java development - Naresh i Technology's
- Full stack java developer - UDEMY
- Cyber security - UDEMY
- C Programming - NPTEL
- Social Networks - NPTEL

## LANGUAGES KNOWN

- English : Read, Write, Speak
- Hindi : Read, Write, Speak
- Telugu : Read, Write, Speak

## About Me

Seeking a challenging job for dynamic and esteem organization where I can use my functional, analytical skills and domain knowledge to contribute in growth and success of the organization and me.

## Education Background

- **Jawaharlal Nehru Technological University Hyderabad 2018-2022**  
Computer Science and Engineering
- **Board of Intermediate, Hyderabad-India 2016-2018**  
Maths Physics Chemistry (MPC)
- **Secondary School Certificate, Hyderabad-India 2006**

## PROJECTS

### Optical Character Recognition

- This project is aimed to transform a two dimensional image of text, that could contain machine printed or handwritten text from its image representation into machine-readable text
- OCR as a process generally consists of several sub-processes to perform as accurately as possible.
- This is a standalone application built using java

### Automating Pacman with Deep Q-learning

- we study and compare Q-learning, approximate Q-learning and Deep Q-learning based on the total rewards and win-rate, While Q-learning has been proved to be quite effective on small Grid.
- The main purpose of this project is to investigate the effectiveness of Deep Q-learning based on the context of the Pacman game having Q-learning and ApproximateQ-learning as baselines.

### Course based project

- Building a School web application with multiple functionalities
- Technologies involved are Html Css JavaScript as major

## PERSONAL PROFILE

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- Nationality : Indian
- Birth Date : 30/11/2000
- Marital Status : Single
- Gender : Male
- Religion : Muslim
- Passport No : W4058285 Expires on 04/09/2032
- Availability : Immediately

## HOBBIES AND INTERESTS

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- Surfing Internet
- Playing Cricket
- Long Drives and Travelling

## DECLARATION

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I consider myself with the degree aspect and confident of my ability to work in a team. I hereby declare that the information furnished above is true to the best of my knowledge.

**SHAIK AFROZ**