

Mohammed Sajeed

Frontend Developer | AI Development | CLI Automation

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SUMMARY

Information Science and Engineering undergraduate with hands-on experience building frontend for production web apps, AI-powered developer tools, interactive 3D applications, and physics simulations. Comfortable across Next.js, TypeScript, React, and Three.js, with a focus on UI/UX, component architecture, and shipping real-world products.

EXPERIENCE

TF Customs

tfcustoms.in

Frontend Developer (Remote)

2024 – 2025

- Built the frontend of a full e-commerce platform end-to-end using Next.js and TypeScript, owning tech stack decisions, UI/UX design, and component architecture, in collaboration with a backend developer on a two-person team.
- Implemented multi-step authentication on the client side for secure checkout, integrating with the Razorpay payment gateway.
- Designed and built reusable, production-grade React components powering the storefront, checkout, and account flows.
- Integrated the Supabase client SDK on the frontend for authentication and data fetching across the storefront, checkout, and account flows.

PROJECTS

PD — Subject-Independent Parkinson's Disease Detection

[Info](#)

Python, TensorFlow / Keras, SHAP, Scikit-learn

- Built a multimodal deep learning system (hybrid CNN-BiGRU + CNN) for subject-independent Parkinson's Disease screening using gait (GRF sensor) and voice (Mel-spectrogram) biomarkers, with GroupKFold cross-validation and SHAP explainability tied to known PD gait abnormalities.

LeetCity — 3D LeetCode Stats Visualizer

[GitHub](#) • [Live Site](#) • [Info](#)

Next.js, TypeScript, React Three Fiber / Three.js, Upstash Redis

- Built a full-stack 3D web app that turns LeetCode profile data into a procedurally generated city skyline, rendering each user's stats as an individual building with click-to-inspect detail views.
- Implemented persistent, multi-user state with Upstash Redis and real-time interactive scene controls (rotate, zoom, select) using React Three Fiber.

Datapawn — Chess Dataset Generator

[GitHub](#) • [Info](#)

Python, python-chess, Pillow

- Built a Python tool for procedurally generating chessboard image datasets from random legal FEN positions, rendering boards with configurable sprite sets and board resolution.
- Exported structured metadata (FEN, turn, castling rights, check/game-over state) alongside each generated image for downstream ML and computer vision workflows.

SKILLS

Languages: Python, JavaScript, TypeScript, Java, C

Frontend: React.js, Next.js, Three.js / R3F, HTML, CSS, Tailwind

Backend: Node.js, Express.js, REST APIs

Databases: Supabase (Postgres), MongoDB, MySQL, Firebase, Redis (Upstash)

AI / ML: OpenAI API, Anthropic Claude API, Ollama (local LLMs)

Tools: Git, GitHub, Linux, FFmpeg, Razorpay, ShipRocket API

Design / 3D: Adobe Creative Suite, Blender, Godot

EXTRACURRICULAR ACTIVITIES

ClutchRIT eSports Club

Coordination & Technical Team

- Organised 10+ eSports events with 200+ players per event; handled technical logistics, team operations, and event management.

QuantumRIT — Quantum Club (Associated with QpiAI — qpiai.tech)

Core Team Member & Designer

- Organised quantum computing-related events and workshops, and actively contributed to club operations and outreach.
- Designed the official QuantumRIT logo, establishing the club's visual identity.

EDUCATION

Ramaiah Institute of Technology

2023 – 2027

B.E. Information Science CGPA: 8.15 / 10

SVN PU College

2021 – 2023

Pre-University (Science)