

ABDELRAHMAN (YOUSSEF)

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EDUCATION

Simon Business School, University of Rochester

Rochester, NY

Master of Science in AI in Business (GPA: 3.6)

Dec 2025

- Merit Scholarship recipient.
- Coursework: Machine Learning for Business Analytics, AI & Business, Data Management, Warehousing & Visualization, Analytics Design, Regression Analysis, Microeconomics & Marketing Strategy.

University of Rochester

Rochester, NY

Bachelor of Science in Computer Science, Minor in Business

Dec 2023

PROFESSIONAL EXPERIENCE

Outlier.ai

Remote, US

RLHF Code Trainer

Feb 2024 – Present

- Annotated AI interactions to improve models' coding and reasoning capabilities for industry-leading models.
- Communicated project requirements to mentees through targeted webinars and structured feedback sessions.
- Contributed to 42 Gen AI projects, including 20 multi-modal implementations with vision and web search capabilities.

University of Rochester

Rochester, NY

Lead Developer

Apr 2023 – Dec 2023

- Led six-developer team, providing mentorship through regular code reviews and standardizing project documentation for efficient rollouts.
- Achieved 85% user adoption of loaner portal by digitizing equipment reservation processes.
- Reduced application latency by 78% through pagination and lazy loading implementation.

University of Rochester

Rochester, NY

Full-Stack Developer

Aug 2022 – Apr 2023

- Decreased system downtime by 15% through proactive troubleshooting and comprehensive documentation.
- Revamped React components to create a more intuitive UX, improving user satisfaction by 37%.

PROJECTS

AI Chess Battle

https://github.com/3bdrahman/chess_fight | Dec 2024 – Jan 2024

- Architected chess AI evaluation system with 20+ metrics including capture analysis, position dynamism, and king safety to benchmark strategic decision-making across models.
- Implemented position repetition detection with a 3-threshold system, penalizing repeated moves (-200 points) while incentivizing development moves to reduce stagnating positions.

Clay

<https://github.com/3bdrahman/clay> | Oct 2024 – Dec 2024

- Built RAG pipeline with LangGraph and vectorstore, combining web search and Python analysis for enhanced context retrieval.
- Implemented self-correction mechanism to evaluate context relevance and code functionality, reducing hallucination by identifying low-quality outputs.
- Augmented analytical capabilities with real-time Python execution, enabling data analysis and error correction.

AvatarGPT

github.com/3bdrahman/AvatarGPT | Jun 2023 – Aug 2023

- Designed real-time data transmission solution with Socket.IO to synchronize audio and Viseme data.
- Developed real-time lip-sync animation system with morph targets, creating natural mouth movements synchronized with speech patterns.
- Integrated Whisper and ChatGPT APIs to power conversational abilities of an interactive 3D avatar.

Technical Skills

- Python, Java, JavaScript, MySQL, MongoDB, Tableau, Numpy, Pandas, Matplotlib, Sklearn, Keras, Streamlit, React, Express, Tailwind.