

# Abdullahi Elmi

## Personal Info

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### Date of birth

08-11-1998

## Skills

### Java



### Python



### C#/C++



### TensorFlow & PyTorch



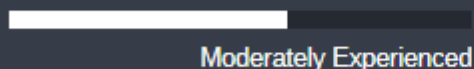
### Game Development (Unity)



### HTML/CSS



### Image/Video Editing



Current university student with 6+ years of experience in coding, and 2+ years of experience working with machine learning. Computer Science major seeking to leverage my experience and strong work ethic to assist in projects relating to artificial intelligence.

## Education

09-2016 - 06-2020	<b>Bachelor of Science   McGill University, Montreal, QC, Canada</b> Computer Science, Minor in Interdisciplinary Life Sciences
09-2013 - 05-2016	<b>High School Diploma   North Kansas City High School, Kansas City, Missouri, USA</b> IB Diploma, Honours Roll, Distinction, Top 10%

## Machine Learning Experience

01-2020 - 04-2020	<b>Research Assistant   Voting Vision for Prometheus Project, Prof. Joseph Vybihal</b> <i>Dept. of Computer Science, McGill University</i> Modified and augmented the Neural Network portion of a Voting Vision system that consisted of PCA and Neural Networks meant to identify four different classes of images; doors, stairs, hallways and open rooms. Was also tasked with combining the two halves after they had been developed separately.
01-2020 - 04-2020	<b>Group Projects   Classification Models</b> <i>Comp 551, Dept. of Computer Science, McGill University</i> Worked in groups for projects consisting of: implementing Naïve Bayes and Logistic Regression as classification techniques from scratch and comparing their results, implementing and comparing five models in classifying textual data, and comparing the models of Convolutional Neural Networks and Multilayer Perceptron in classifying image data.
03-2019 - 04-2019	<b>Independent Project   Game Playing (Pentago-Swap)</b> <i>Comp 424, Dept. of Computer Science, McGill University</i> Created a game playing AI from scratch in Java, exploring different approaches including alpha-beta pruning, Monte Carlo tree search, and reinforcement learning, while fully implementing the prior two to a board game. After completion, continued testing different heuristics with each approach in order to better comprehend game playing AI and how to specify algorithms for specific scenarios.
05-2018 - 12-2018	<b>Research Assistant Volunteer   Prometheus Project, Prof. Joseph Vybihal</b> <i>Dept. of Computer Science, McGill University</i> Lead the team focused on coding, testing and integrating the path-finding AI for simulations in the Prometheus project. Coordinated the work of our team with that of other teams in the project to ensure it functioned together harmoniously.

## Leadership Experience

12-2017 - present	<b>Co-Founder, Co-Director   Yourcourses.org</b> Established, and co-run a startup for open college course evaluations; McGill Dobson cup semi-finalist
11-2016 - 06-2020	<b>Co-Founder, Head of Publishing &amp; Administration   Luminous: McGill Journal of Hypotheses, Theories, and Conjectures</b> Created and lead a peer-reviewed, faculty-supported undergraduate academic journal (30+ editorial members) that publishes feasible research hypotheses, partial theories, and conjectures, as well as journalistic articles of research results from McGill University and academic opinions.