Abdullah Almaini

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EDUCATION

UNIVERSITY OF TORONTO

Mississauga, ON

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Honours Bachelors of Science - Computer Science, Mathematics and Statistics & PEY Co-op Sep. 2022 - May. 2027

Relevant Coursework:

Software Design, Software Tools and Systems Programming, Data Structures and Analysis, Software Engineering

EXPERIENCE

AIP Labs

Mississauga, ON

Machine Learning Engineer Intern

Jun. 2024 - Sep. 2024

- End-to-end ML Pipeline: Curated and analyzed over 200,000 medical images, trained deep neural networks, evaluated model performance, and refined the training pipeline (achieving a 1.5x improvement in precision and recall metrics across classes).
- Dataset Analysis: Conducted image similarity and retrieval tasks (cosine image similarity, feature extractor) on large datasets to identify and resolve issues, ensuring accurate image curation.
- Image Classification: Developed and trained advanced image classifiers using state-of-the-art models like ResNet, achieving over 98% precision and recall in a 3-way classifier for macroscopic, dermoscopic, and non-skin images.
- Technical Expertise: Hands-on experience with PyTorch, PyTorch Lightning, & Scikit-Learn for model development; conducted data analysis using Pandas & NumPy and visualized results with Matplotlib.

PROJECTS

Academic Planner Full Stack Web Application

Jan. 2025 - Present

- * Team Collaboration: Managed and collaborated with a team of 7 using Jira for agile project management, ensuring efficient task delegation, tracking, and communication across all stages of development as sprint leader.
- * Front-End Development: Built an intuitive and aesthetic frontend using ReactJS and NextJS, focusing on user experience and responsive design tailored to students' needs.
- * Microservices Architecture: Designed and implemented scalable and modular backend services to support academic planning features such as course scheduling, deadline tracking, and progress visualization.
- * Interdisciplinary Coordination: Fostered a collaborative environment by conducting regular sprint reviews, stand-ups, and retrospectives, enhancing team productivity and synergy.
- * Tools and Technologies: Utilized Docker for containerization, Node.js for backend development, and PostgreSQL with Prisma for database management.

Receipt OCR Application

Aug. 2024

- * Automated Text Extraction: Utilized OpenCV and PyTesseract to extract and process text from over 1,000 images, achieving a 90% accuracy in data extraction tasks.
- * Correcting Textual Errors with LLMs: Integrated Large Language Models (LLMs) to automatically correct errors in OCR-extracted text, improving overall text accuracy and readability.
- * Pattern Matching with Regex: Applied regular expressions to extract and validate specific patterns like amounts and product names from the processed text.
- * Optimized Image Preprocessing: Improved image preprocessing steps, leading to a 30% increase in text detection accuracy, ensuring optimal recognition even in low-resolution or noisy images.

Accessible Adventure Game

Sep. 2023 - Dec. 2023

- * Java Application Development: Utilized Java and JavaFX to develop an accessible-oriented adventure game, applying SOLID design principles to practical scenarios.
- * Scrum Experience: Participated in 6 Scrum sprints, enhancing skills in project management, teamwork, and iterative development.

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- * **Problem-Solving and Critical Thinking**: Cultivated problem-solving abilities and critical thinking through tackling complex software challenges when developing.
- * Git Version Control and Conceptual Thinking: Demonstrated conceptual thinking in object-oriented software design and mastered version control for effective code repository management with branches and merges.

TECHNICAL SKILLS

- o Languages: Java, Python, C, C++, C#, HTML, CSS, JavaScript, TypeScript
- o **Frameworks & Libraries**: ReactJS, NextJS, NodeJS, PyTorch, PyTorch Lightning, Scikit-Learn, OpenCV, PyTesseract, NumPy, Pandas, Matplotlib, JavaFX, TKinter
- o Tools & Technologies: Git, Docker, PostgreSQL, Prisma, REST API, Heroku, Linux, OpenAI API, Unity