

# Kazi Ashhab Rahman

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## EDUCATION

### McGill University

Montreal, QC ( Fall 2022- Winter 2026)

- B.S., Computer Science: Artificial Intelligence (Minor Statistics)

## WORK EXPERIENCE

### City Bank

Dhaka, Bangladesh (May 2024 – August 2024)

Summer Data Science Intern

- Developed and deployed a predictive machine learning model using **Scikit-learn** and **PyTorch** to identify high-value customers likely to increase long-term deposits, improving targeting efficiency by **15%**
- Used **Pandas**, **SpaCy** and **NLTK** to analyze structured and unstructured data, visualizing trends with **Seaborn** to uncover behavioral patterns for improved customer targeting.

### bKash

Dhaka, Bangladesh (May 2023 – August 2023)

Summer Intern

- Developed and integrated **RESTful APIs** in **Java** and **SQL** to enhance financial data processing and system efficiency for the bKash Mobile Banking Application.
- Automated test cases (**JUnit**) and improved software reliability through rigorous testing and debugging.
- Gained hands-on experience in software development lifecycle, including testing and deployment.

## PERSONAL PROJECTS

### Track Split: AI-Powered Expense Tracker– Python, JavaScript

- Currently developing an expense platform with dynamic visualizations and **AI-driven** spending insights
- Integrating OCR-based bill scanning and intelligent group-splitting to streamline expense management
- Built with **Flask** backend, **React** frontend and **MongoDB**, hosted on scalable cloud infrastructure.

### Inventory Management System – C#

- Developed a scalable inventory solution for a retail store using **C#** and **.NET**, streamlining item tracking and stock control for 500+ SKUs
- Designed a **SQL** Server backend with optimized queries, improving data retrieval speed by **40%**.

### Pokémon Game Environment – Python (Tkinter)

- Engineered a fully modular, object-oriented game in **Python** featuring multiple Pokémon types, **45+** attack moves and **30+** item types, enhancing gameplay complexity and scalability.
- Built interactive systems for evolution, stat tracking and AI logic by applying advanced design patterns (**Decorator**, **Observer**, **State**, **Visitor**); enabling **65%** faster expansion and feature upgrades.
- Designed multiple battle agents leveraging core Pokémon mechanics, achieving a **95%** win rate in simulations.

## LEADERSHIP EXPERIENCE

### Freelance Graphics Designer

(April 2021- now)

- Led a team of **15** designers and content writers, fostering collaboration and accountability to maintain a consistent, high-quality publishing cadence.
- Scaled the platform to **50,000+** viewers by leading content strategy and producing timely, accurate, and visually compelling news updates using Adobe Illustrator and Photoshop.

### Academic Tutor

(May 2023- now)

- Support highschool and first-year students in CS and Stats with customized lessons and simplified explanations.
- Guide structured problem-solving to boost academic performance and conceptual understanding

## TECHNICAL SKILLS

- **Languages:** Java, C, C++, C#, Python, SQL, R, MATLAB, JavaScript, OCaml, SQL, HTML, CSS
- **Tools:** Bash, Git, AWS, Azure, PowerBI, Docker, spaCy, NLTK
- **Frameworks/Libraries:** Spring Boot, Seaborn, Pandas, Scikit-learn, ReactJS, NodeJS, Flask, PyTorch, OpenCV