Kazi Ashhab Rahman

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EDUCATION

McGill University   Montreal, QC (Fall 2022- Winter 2026)
- B.S., Computer Science: Artificial Intelligence (Minor Statistics)
- Completed **B1-level French** coursework with focus on writing and communication; currently pursuing **B2**.

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– TypeScript, Python ⬡
- Currently developing an expense platform with dynamic visualizations and **ML-driven** spending insights
- Integrating **OCR**-based bill scanning and intelligent group-splitting to streamline expense management
- Built with a **Next.js** frontend, serverless API routes, and **PostgreSQL** via **Prisma**, deployed on **Vercel**.

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.

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%**.

LEADERSHIP EXPERIENCE

Freelance Graphics Designer   (April 2021- now)
- Led a team of **12** designers and content writers, fostering collaboration and accountability to maintain a consistent, high-quality publishing cadence.
- Scaled the client network to **200+** clients 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, HTML, CSS
- **Tools**: Bash, Git, AWS, Azure, PowerBI, Docker, spaCy, NLTK
- **Frameworks/Libraries:** Spring Boot, Seaborn, Pandas, Scikit-learn, ReactJS, NodeJS, Flask, PyTorch, OpenCV