Rasheeq Ahmed

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Highly dedicated Data Science and Machine Learning professional pursuing an MSc in Data Science at the University of Greenwich, with strong expertise in AI, predictive modeling, NLP, and advanced analytics. Proficient in Python, R, TensorFlow, PyTorch, SQL, Tableau, and Power BI, with experience applying data-driven insights to improve decision-making and AI system performance. Passionate about game development and building scalable, interactive applications, including real-time multiplayer games, combining technical skill with creative problem-solving.

SUMMARY OF QUALIFICATIONS

- Highly dedicated professional pursuing an MSc in Data Science at the University of Greenwich, with a Bachelor's degree in Computer Science and Engineering from North South University, specializing in Artificial Intelligence and Machine Learning
- Proficient in Python, R, TensorFlow, PyTorch, SQL, Tableau, and Power BI, with expertise in data preprocessing, machine learning algorithms, feature engineering, hyperparameter tuning, and model evaluation
- Hands-on experience in natural language processing, predictive analytics, and applied AI, including developing an AI-Powered Resume Evaluator that improved feedback reliability by 20%
- Professional experience in Al model evaluation and response quality assurance at Outlier Al, enhancing response accuracy and relevance by 20%, and applying data-driven insights to improve overall system performance
- Applied data science techniques at Systech Datasoft, achieving a 15% improvement in decision-making and a 20% optimization in workflows through efficient data analysis and visualization solutions
- Additional expertise in software and game development, including building a Real-Time Multiplayer Web Game using React.js, Node.js, Socket.io, and MongoDB, showcasing advanced skills in scalable systems, real-time synchronization, and secure authentication

TECHNICAL SKILLS

- Data Analysis Tools: Excel, Tableau, SQL, Power BI
- Programming Languages: Java, Python, JavaScript, C, C#
- Web Development: HTML, CSS, MySQL, PHPMyAdmin, React.js, Node.js, Express.js, REST APIs, MongoDB, Mongoose, Axios, JWT Authentication, OAuth 2.0 (Google & Facebook), Bcrypt.js, Role-Based Access Control, Responsive Design, State Management (useState, useReducer, useEffect)
- Mobile Development: Android (Java), Firebase (Authentication & Database), Google Maps API, Google Places API, Location-Based Services, Interactive UI Components
- Data Science & Machine Learning: Hadoop, TensorFlow, PyTorch, R, Machine Learning Algorithms, Feature Engineering, Model Evaluation & Validation, Hyperparameter Tuning, Optimization Techniques
- **Game Development:** Unity, Socket.io, WebSockets, Multiplayer Synchronization, Real-time Event-Driven Architecture, Game State Management, Performance Optimization
- Development Tools & Platforms: Git, GitHub, VS Code, Eclipse, Jupyter Notebook
- Creative & Design Software: Blender 3D, Aseprite, DaVinci Resolve, Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator
- Other Software & Tools: Microsoft Office

PROJECTS

Master's Final Project - Al-Powered Resume Evaluator

- Developed a responsive, user-friendly platform to analyze resumes and provide actionable feedback on content, structure, and jobmarket fit; implemented advanced NLP techniques to evaluate resume quality and deliver insights for improvement.
- Engineered a predictive scoring system using machine learning to calculate success percentages based on resume strength and job trends; enhanced AI model accuracy through iterative training, achieving a 20% improvement in feedback reliability.
- Technologies used: React, Node.js, Python, Pandas, TensorFlow, Scikit-learn, NLP, JWT, BcryptJS, CSS, Git.

Real-Time Multiplayer Web Game

• Built a responsive, interactive React.js frontend with component-based architecture, state management (useState, useReducer), and asynchronous data fetching (Axios, useEffect).

- Developed a robust Node.js backend with Express.js, modular REST APIs, and real-time gameplay via Socket.io and WebSocket communication; synchronized multiplayer sessions using WebSocket events for low-latency, consistent gameplay.
- Implemented secure authentication with JWT and Bcrypt.js, integrating Google and Facebook OAuth for flexible logins; designed and managed MongoDB databases with Mongoose for schema modeling, CRUD operations, indexing, and game state management.
- Optimized backend performance with async/await and secured routes via middleware-based JWT verification for scalable, reliable client—server communication.
- Technologies used: React.js, Node.js, Express.js, Socket.io, WebSockets, MongoDB, Mongoose, JWT, Bcrypt.js, OAuth 2.0 (Google & Facebook), Axios, useEffect, useState, useReducer, CSS, Git

Capstone Project - Around Me: Android location-based app

- Built an interactive map application to detect user location and display nearby points of interest such as restaurants, hospitals, and banks etc.
- Integrated distance and rating filters with detail screens and one-tap navigation; added user authentication, reviews, and favorites/visited lists.
- Technologies used: Java, Firebase, Google Maps/Places APIs

GameStore: E-commerce site for digital games

- Implemented a full product catalog with search, filters, and detailed product pages; built cart, wishlist, and checkout flows up to payment
- Developed user accounts with order history; designed a role-based admin panel for inventory and category management. (Payment integration intentionally omitted.)
- Technologies used: React, Node.js/Express, MongoDB, JWT, REST, Tailwind CSS/Bootstrap

WORK EXPERIENCE

Al Response Quality Assurance Trainer - Outlier Al (Remote), California, USA

2024

- Verified, compared, and assessed data supplied by Al models to ensure alignment with queries, locations, and user intent, maintaining relevance and accuracy.
- Enhanced Al-generated responses by evaluating relevance and coherence and providing actionable feedback, improving accuracy and user satisfaction by 15%.
- Optimized AI response generation processes, resulting in a 20% increase in response accuracy and relevance; designed robust
 evaluation criteria to assess AI model performance, driving significant improvements in response reliability.
- Produced detailed, human-readable summaries of AI response inaccuracies, enabling teams to refine model training and enhance outputs.

Data Science Trainee - Systech Datasoft, Dhaka, Bangladesh

2023 - 2024

- Graduated from the intensive 3-month EDGE Program on Data Science (BCC & IIT, University of Dhaka), completing a rigorous, hands-on curriculum.
- Analyzed large datasets to identify patterns, trends, and anomalies, contributing to a 15% improvement in decision-making accuracy.
- Assisted in reviewing business areas and strengthening analytics for strategic planning, delivering actionable, data-driven insights; optimized data cleaning processes, reducing preparation time by 20% and enhancing overall workflow efficiency.
- Developed and implemented dashboards in Tableau and Power BI, improving accessibility and clarity of insights for stakeholders; provided problem-solving strategies and market trend analysis to address business challenges and maintain competitiveness.
- Supported team success through collaboration and efficient use of Power BI for data extraction, visualization, and informed decision-making.

EDUCATION

Master of Science, Data Science - University of Greenwich, London, United Kingdom

Expected Graduation: Sept 2025

• Relevant coursework: Machine Learning, Data Visualisation, Clouds, Grids and Virtualisation, Statistical Methods for Time Series Analysis, Graph and Modern Databases, Big Data

Bachelor of Science in Computer Science and Engineering – North South University, Dhaka, Bangladesh

2023

- Major in Artificial Intelligence and Machine Learning
- Relevant coursework: Artificial Intelligence, Machine Learning, Data Structures & Algorithms, Algorithmic Design and Analysis, OOP, Web Development, Linear Algebra, Database Management Systems, Computing Machinery, Data Science and Analytics, Software Engineering, Principles of Operating Systems.