Matin Habibian

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Education:

Adelaide University (formerly known as The University of Adelaide) Feb. 2025 – Jul. 2027

Bachelor of Computer Science (*Artificial Intelligence*) – 5.7 / 7.0 GPA *Adelaide, SA*

Experience:

Software Engineering Grad - AI Trainer | *Hatch (Short Term Contract)* Aug. 2025 – Nov. 2025 (*Remote*)

- Evaluated and refined AI-generated code responses to enhance LLM performance strengthening technical and analytical skills in collaboration with leading AI labs.
- Assessed AI responses based on criteria such as readability and code correctness.

Study Skills Seminar Presenter | *Elevate Education* Feb. 2023 – Jun. 2025 (*Adelaide, SA*)

- Independently presented and lead educational seminars to classrooms and auditoriums of students under strict time constraints.
- Managed crowds and shifted the tone of the seminar depending on variables such as education level, school ranking, and attentiveness during the session.
- Developed exceptional communication skills with a wide range of audiences including teachers, parents, and students.

Projects:

Personal Portfolio Website | HTML, CSS, JS Jun. 2025 – Aug. 2025

- Developed an interactive and responsive portfolio website showcasing my projects and technical skill.
- Applied modern web design practices such as interactive buttons and scrolling animations to improve user engagement and overall visual appeal.

Texas Hold'em Poker Game | C++ Nov. 2025 – Mar. 2026

- Developed a console-based Texas Hold’em Poker simulator that models real-world gameplay and decision-making.
- Designed and implemented a SOLID, modular architecture with Card, Player, and Helper components, including a fully populated deck with shuffle and validation logic, chip enumerations, and a player balance system.
- Implemented move-resolution logic and computer-controlled AI opponents to enable realistic gameplay.

Terminal Farming Simulator (Group Project) | C++ Jun. 2025 – Jul. 2025

- Developed an interactive, idle, text-based farming simulator utilising multileveled inheritance, abstraction, and polymorphism.
- Utilised multithreading to optimise game state management, handle background processes, and ensure smooth time-based progression.
- Designed scalable game systems to support continuous simulation, user interaction, and future feature expansion.
- Effectively planned and communicated with group members, delegating tasks, setting deadlines, and ensuring clarity of project requirements.

Community Involvement:

Ravi’s Study Program | *Adelaide University* Nov. 2025 – Feb. 2026

- Solved LeetCode problems and participated in mock technical interviews to strengthen problem-solving abilities and improve technical interview performance through hands-on practice and peer collaboration.

Computer Science Club Committee Member | *Adelaide University* Dec. 2025 – Dec. 2026

- Participated in Committee Meetings and collaborated to create graphic designs and illustrations based on sponsor and stakeholder requirements.

Technical Skills:

Languages: C++, C, Python, HTML, CSS, JavaScript, SQL, Farsi (*native speaker*)