

Name:

Rayan Ahmed

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Career Objective / Profile:

Passionate about programming and eager to contribute in the field of Artificial Intelligence, particularly within the gaming industry. Strong interest in creating intelligent systems that merge logic, creativity, and gameplay dynamics.

Education:

BS Artificial Intelligence, FAST National University of Computer and Emerging Sciences, 2027

Relevant Courses: Machine Learning, Artificial Intelligence, Programming Fundamentals

GPA: 3.16

Skills:

List 5–7 relevant skills (technical, soft, or language skills).

- Programming (C++, Python)
- Artificial Intelligence Concepts
- Machine Learning Fundamentals
- Problem Solving
- Logical Thinking
- Gaming Strategy and Analysis

Experience / Internships:

N/A

Projects / Research (if applicable):

- Chess (Personal Project) — Developed a playable chess game with logical move validation.
- AI in Flappy Bird (Personal Project) — Implemented an AI system capable of learning how to play Flappy Bird through trial-based logic.
- Track Car Simulation (Personal Project) — Designed and trained AI-controlled cars to navigate a virtual track environment autonomously.

Achievements / Extracurricular Activities:

- Awarded merit scholarships in 9th and 10th grade for academic excellence.
- Received a scholarship in 2nd year of college for outstanding performance.

References:

Available upon request.