Name:

[Shaheera Kashif]

Contact Information:

Email: [i230063@isb.nu.edu.pk]

Phone: [0332-1234567]

LinkedIn: [linkedin.com/in/shaheera-kashif-6b2236259]

Address: [House # 115, street 112, G-13/1, Islamabad, Pakistan]

Career Objective / Profile:

Al undergraduate with strong analytical and programming skills, passionate about applying data-driven insights to build innovative solutions.

Committed to continuous learning and staying updated with emerging technologies in artificial intelligence.

Education:

Bachelor of Science in Artificial Intelligence, National University of Computer and Emerging Sciences (FAST-NUCES), Islamabad Relevant Courses: Object-Oriented Programming, Data Structures, Programming for artificial intelligence, Artificial Intelligence

CGPA: 2.62 / 4.00

A-levels, The City School, 2023

Relevant Courses: Physics, Mathematics

O-levels, The City School, 2021

Relevant Courses: Physics, Computer Science, Mathematics

Skills:

- Programming: Python, C++, R
- Machine Learning: Data Preprocessing, Model Evaluation, Prototyping
- Data Analysis: Image, Text, and Audio Processing
- Tools: Excel, GitHub, Coursera Project Network
- Soft Skills: Communication, Research, Team Collaboration, Leadership
- Languages: English, Urdu, Sindhi

Experience / Internships:

1. Machine Learning Research Intern, Finova Solutions

June 2025 - August 2025

- Conducted ML research under the Tech Innovators Program, preprocessing data and developing
- Assisted in analyzing and interpreting data to support research objectives.
- Collaborated with the team to document findings and improve workflows.
- 2. Chat Specialist, Ibex Pakistan (SquareTrade Campaign)

May 2025 - Present

- Provide real-time customer support and ensure high-quality communication standards.
- Assist in resolving customer queries efficiently while maintaining accuracy and professionalism.

Projects / Research:

- 1. Brick Breaker, May 2024
 - Objective: Develop an interactive arcade game using object-oriented programming principles.
 - Outcome: Implemented game mechanics, scoring, and collision detection, providing a fully playable game.
 - Tools: C++, OOP concepts.
- 2. TripTix Trip Booking Application, May 2025
 - Objective: Create a desktop application for trip booking and management.
 - Outcome: Built a Windows Forms app with booking, package selection, and support functionalities; documented the project using LaTeX.
 - Tools: C#, Windows Forms, LaTeX.
- 3. Al-Driven Review Analyzer, November 2024
 - Objective: Analyze restaurant reviews to extract sentiment and categorize feedback.
 - Outcome: Scraped and processed reviews, classified sentiments and categories using an LLM API, and visualized results.
 - Tools: Python, LLM API, Web Scraping.

Achievements / Extracurricular Activities:

- Founder & President, Debate Club 2023
- Vice head Marketing , Fast Artificial intelligence society September 2025 Present

References: Available upon request