Name:
Muhammad Ahmed Riaz

Contact Information:
Email: i232005@isb.nu.edu.pk
Phone: 03xx-xxxxxxx
LinkedIn: LinkedIn Profile
Address: Bahria Enclave Islamabad, Pakistan

Career Objective / Profile:
As a dedicated and curious undergraduate student pursuing a Bachelor's degree in Artificial Intelligence, I am passionate about unlocking the potential of AI to drive innovation and solve real world problems. With strong foundation in computer science and an interest in machine learning, deep learning, and algorithms, I am excited to explore the vast opportunities in the field of AI.

Education:
- Bachelor of Science in Artificial Intelligence, National University of Computer and Emerging Sciences (FAST-NUCES), Islamabad, 2023-Present
- FSC (Intermediate in Computer Science), Bahria College, Islamabad, 2021-2023
- Matriculation (Computer Science, FBISE), SLS School and College, Islamabad, 2019-2021

Relevant Courses: Programming Fundamentals, Object-Oriented Programming, Data Structures, Database Systems, Artificial Intelligence.
CGPA: 2.96 / 4.00

Skills:
- Programming Languages: C++, Python, Assembly (x86)
- AI/ML: Artificial Neural Network, Retrieval Augmented Generation (RAG) pipelines
- Databases: MySQL
- Tools: Git, VS Code, Visual Studio, LangChain, NumPy, Pandas
- Data Analysis, Model View Controller (MVC), and Visualization
- Team Collaboration & Project Management
- Languages: English, Urdu

Experience / Internships:
1. RAG developer-Paid Internship, FAST-NUCES, Islamabad
   June 2025 – August 2025
   - Developed Retrieval Augmented Generation based AI system for document question answering.
   - Used embeddings, vector databases, re-ranking, and LLM prompting to improve retrieval accuracy.
2. Protect Lab Workshop, FAST NUCES, Islamabad
   June 2024 – August 2024
   - Completed hands-on practice on Python scripting and Linux automation (Bash).
   - Developed small automation scripts for file and system automation.

Projects / Research:
- **Snake Game (C++):** Snake Game in C++ using OpenGL Graphics.
- **Brick Breaker Game (C++):** Arcade game built using OOP concepts and Logic Design in C++ using OpenGL.
- **Traffic Routing System (C++):** Graph based traffic path optimization system.
- **Street Fighter ANN Bot (Python**): AI bot using an Artificial Neural Network to play Street Fighter.
- **Pacman Game (x86 Assembly):** Complete Pacman game with pellets, movement logic and score using Irvine32 library.

Achievements / Extracurricular Activities:
- Vice Head at FAST AI Society (September 2025 - Present)
- Volunteering Help in Need (Feb 2025 - April 2025)
- Gold Medal – Basketball (College Level)
- Gold Medal – Football (School Level)