**Name:** Javeria Rahman

**Contact Information:**  
Email: javeria1891@gmail.com  
LinkedIn: [linkedin.com/in/javeria-rahman-ai](https://www.linkedin.com/in/javeria-rahman-ai)  
GitHub: [github.com/RJ601](https://github.com/RJ601)

**Career Objective / Profile:**  
Dedicated Artificial Intelligence undergraduate passionate about Natural Language Processing and Agentic AI. Skilled in developing and fine-tuning machine learning models and AI applications using Python and TensorFlow. Eager to contribute to innovative projects that combine analytical thinking with creativity.

**Education:**  
Bachelor of Science in Artificial Intelligence, FAST National University of Computer & Emerging Sciences (FAST-NUCES), Islamabad — Expected June 2027  
CGPA: 3.48 / 4.00

**Skills:**

* Programming Languages: Python, C++, SQL, Assembly, Node.js (basic)
* Machine Learning & AI: Supervised Learning, Deep Learning (TensorFlow, Scikit-learn), NLP
* Tools & Libraries: Pandas, NumPy, Matplotlib, NLTK, Selenium, Streamlit, MySQL, Git
* Web Scraping & Prompt Engineering (LLM API usage)
* Data Analysis & Visualization
* Problem Solving & Analytical Thinking
* Communication & Team Collaboration

**Projects / Research:**

* **Next-Word Prediction LLM** (NLP, LSTM) — 2024–Present  
  Developed an LSTM-based text prediction model trained on fantasy literature; optimized layers, units, and dataset size for improved accuracy.
* **Restaurant Review Analyzer** (Streamlit, LLM API, Web Scraping) — 2025  
  Created a Streamlit web app that scrapes OpenTable reviews via Selenium and analyzes them using the LLaMA-3 API with custom prompts for sentiment classification.
* **Street Fighter II Gamebot** (Supervised Learning, Neural Networks) — 2024  
  Designed a game bot with a custom data collection pipeline and trained neural network for real-time decision-making and diverse move selection.
* **C++ Fundamentals Projects** — Unseen Journey Quest, Notepad/Text Editor, and Brick Breaker Game (OOP, File Handling, Data Structures).

**Certifications/Courses:**

* AI for Everyone (DeepLearning.AI, June 2025)
* Generative AI with Large Language Models (DeepLearning.AI, August 2025)