Muhammad Amjad Mehmood

Data Scientist | ML Engineer
AI Engineer | BI Specialist

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EDUCATION

Bachelors of Science in Artificial Intelligence *(September, 2022 - present)*
Air University, Islamabad

CERTIFICATIONS

Introduction to Python *(Datacamp)*

Intermediate Python *(Datacamp)*

Working with OpenAI Api's *(Datacamp)*

Programming for AI *(Air University)*

Python for Machine Learning *(Great Learning)*

Introduction to Generative AI *(Google)*

PROJECTS

GEFCom2014 - Probabilistic Forecasting of Hourly Energy Load (Python)
Solved the GEFCom2014, employing quantile regression for probabilistic hourly energy load forecasting. Analyzed historical weather and load data, considering seasonality, holidays, and time patterns. This improved the reliability of energy demand predictions for utility operations.

Decision Tree Classifier: Impact of Sleep and Co-Curriculars on Student Grades (Python)
Developed a decision tree classifier to analyze the impact of sleep and co-curricular activities on student grades. Followed a full ML pipeline, uncovering behavioral patterns linked to academic performance. This highlighted feature selection and model interpretability.

Brain Tumor Segmentation (Python)
Using medical imaging and machine learning, this project automates the segmentation of brain tumors from MRI scans, aiding in medical diagnostics and treatment planning.

Netflix Movie Data Analysis (Python)
This project involves manipulating and visualizing Netflix movie data to uncover trends, patterns, and preferences among viewers, enhancing understanding of movie consumption habits.

Iris Flower Classification (Python)
Using machine learning, this project classifies iris flowers into species based on sepal and petal measurements, demonstrating a fundamental classification problem with a well-known dataset.

AI Robot with Arduino and Python
Integrating Arduino and Python, this project develops an AI-driven robot using digital logic principles, focusing on building a functional autonomous system.

Ticket Booth Management System (CPP)
Implemented in C++, this system manages ticket sales, seat reservations, and customer transactions, providing efficient management for ticketing operations.

Snake Game with GUI (CPP)
Developed in C++, this project creates a classic snake game with a graphical user interface (GUI), showcasing interactive game development skills.

SKILLS

- Programming
  - C++
  - Python
- Machine Learning
- Data Science
- MS Office
- Problem Solving
- Data Handling
- Data Visualization
- Data Analysis
- Business Analytics
- Business Intelligence
- Management & Coordination

VOLUNTEER WORK & AFFILIATION

- **GDSC AU-Chapter** (Member) *(Feb 2024-Present)*
- **AU Women in Computing** (Deputy Head Social Media) *(Aug 2024-Present)*
- **AU Music Society** (Deputy Director Public Relations) *(Aug 2023-Sep 2024)*
- **AU E-Gaming Society** (Member) *(Sep 2022-Aug 2023)*
- **Student Council** (Member) *(March 2018-February 2019)*

EVENTS

- **Oxford Literature Festival** *(Oct 2019)*

Organizers: Oxford University Press

- **Python 3.12.0** *(Dec, 2023)*

Organizers: BASI-22

- **Femini** *(May 2024)*

Organizers: GDSC AU-Chapter