# Munammad Taina

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### EDUCATION

Habib University

September 2020 - June 2024

B.S. Computer Science

Alpha College

A-Levels

September 2018 - August 2020

## SKILLS

Languages: C/C++, Python, JavaScript, HTML/CSS, CUDA, SQL, Typescript

Tools: Git/GitHub, Bash, Yaml, Docker, FASTAPI, React, NodeJs, NextJs, Express, RestAPIs

### EXPERIENCE

Jacqueline Construction | Software Developer (Typescript/Node/NextJS/Express)

October 2024 – Current

- Developed a full-stack job tracking application that reduced project reporting time by 30 minutes per day for construction managers
- Collaborated with Upper Management and stakeholders to ensure seamless user experience, increasing adoption rate by 40% among site supervisors.
- Created scripts and tools inhouse to simplify account reconciliation and automate time tracking and create time tracking reports.

**QLU.AI** | Software Developer (Full Stack: TypeScript/Node.js/Next.js/Express)

June 2024 – October 2024

- Designed a custom search algorithm using Cassandra, increasing data retrieval speed by 50% while maintaining encryption security.
- Built and deployed an attachment management system that handled 10,000+ files daily, streamlining document processing for clients.
- $\bullet$  Worked closely with stakeholders to enhance user experience, leading to a 20% increase in customer engagement.

#### PROJECTS

Yohsin Connect | Python, LangChain, FAISS, PyTorch, TensorFlow

2024

- $\bullet$  Developed an AI chatbot that instantly responds to prospective students' questions, reducing inquiry response time by 80%.
- Integrated TensorFlow and PyTorch LLM models to generate human-like answers, improving response accuracy by 35%.
- Leveraged LangChain and FAISS for optimized information retrieval from large university document databases.

Personal Home Lab and Smart Home Setup | YAML, Python, Docker,

Ongoing

- Set up and managed multiple smart home services like Jellyfin for media streaming, Home Assistant for automation, and Transmission Daemon for file sharing.
- Used Docker to efficiently organize and deploy these services, ensuring everything runs smoothly with minimal effort.

BomberMan Clone | C++, SDL2, SPRITE ANIMATIONS, POLYMORPHISM

December 2021

- Recreated the classic Bomberman game from scratch, adding animations and custom features to make the game more dynamic.
- Designed the game using organized coding practices, which improved the code's flexibility and made it easier to update or expand.