



Ateeb Ahmed

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● WORK EXPERIENCE

24 JUN 2024 – CURRENT Islamabad, Pakistan

TRAINEE MACHINE LEARNING ENGINEER UPSTART COMMERCE

- Developing and implementing machine learning models to enhance ecommerce features.
- Analyzing large datasets to extract actionable insights and support decision making.
- Collaborating with cross-functional teams to integrate machine learning solutions into existing backend services, ensuring scalability and reliability.

1 SEP 2023 – 30 APR 2024 Islamabad, Pakistan

MACHINE LEARNING CONSULTANT UPSTART COMMERCE

- Conducted Exploratory Data Analysis (EDA) for a leading American furniture and mattress retailer.
- Established automated training pipelines to ensure efficient model updates and scalability.
- Utilized MLflow for effective model tracking and management of experiments.
- Developed predictive models using XGBoost, LSTM, and LightGBM to forecast sales and inventory needs for multiple products. Additionally, experimented with advanced Transformer-based methods, such as TiDE, to improve forecasting accuracy.
- Designed and deployed a price optimization tool using machine learning algorithms and mathematical optimization techniques to maximize revenue.

22 JUN 2023 – 18 AUG 2023 Islamabad, Pakistan

DATA ANALYTICS INTERN SYSTEMS LIMITED

- Developed a strong understanding of SQL to create meaningful reports.
- Gained practical experience with the Snowflake cloud platform.
- Acquired proficiency in data visualization tools such as Power BI and Tableau using them to make interactive dashboards.
- Actively collaborated with a team of data engineers, business analysts, and stakeholders.

21 JAN 2023 – 1 JUN 2023 Islamabad, Pakistan

UNIVERSITY TEACHING ASSISTANT - ENGLISH II NATIONAL UNIVERSITY OF COMPUTING AND EMERGING SCIENCES

- Graded the various assessments of the course.
- Provided necessary feedback to the students.
- Helped the students with a session on how to improve their communication and presentation skills.

4 JUL 2022 – 18 SEP 2022 Rawalpindi, Pakistan

GAME DEVELOPMENT INTERN MINDSTORM STUDIOS

- Learned the basics of game development from scratch.
- Through hands-on experience, I sharpened my proficiency in C# programming.
- Worked with a team of designers and developers to make a 2D mobile game.

● EDUCATION AND TRAINING

1 SEP 2020 – 10 JUN 2024 Islamabad, Pakistan

BACHELOR OF SCIENCE (COMPUTER SCIENCE) National University of Computing and Emerging Sciences

Final grade O levels - 3A*s, 5As / A levels - 2A*s, 1A

● **DIGITAL SKILLS**

Python | C# / C / C++ | X86 Assembly | SQL | PowerBI | Docker | Git | MLflow | DVC | Unity 3d | Hadoop | Fast-API | ML Tools(Tensorflow,Keras) | Flask

● **PROJECTS**

Machine Learning Forecasting Pipeline

Developed an end-to-end machine learning pipeline for sensor reading forecasting. Utilized DVC for data version control, MLflow for experimentation and performance tracking, and implemented a retraining mechanism using GitHub Actions. Selected Xgboost as the final model for deployment in the form of a flask application.

Machine Learning Based URL filtering

Created a machine learning model for malicious URL classification using a Kaggle dataset. Employed various feature engineering techniques inspired by research papers. Evaluated six models, with Random Forest delivering the highest accuracy. Developed a UI for project presentation, utilizing Django as the backend framework.

AdaptiMart

Built an AI-powered e-commerce platform using React and Node.js, with a MySQL backend to handle data. To enhance modularity and scalability, I designed key AI features as separate microservices. This included a predictive analytics model and a price optimization bot, both accessible via an API built using FAST-API.

Stock Price Prediction with Recurrent Neural Networks

Conducted experiments with various RNNs to predict stock prices using data from Yahoo Finance. Implemented techniques like hyperparameter tuning, gradient clipping, and batch normalization. Achieved optimal results with LSTM. Deployed the model using Flask and containerized it with Docker for efficient and scalable deployment.

Android Game

Crafted a 2D isometric Android game in Unity 3D with C#. Implemented unique gameplay features, responsive touch controls, and optimized performance.

Street Fighter Bot

Used machine learning to create a street fighter bot capable of strategic decision making and combat abilities.

Candy Crush Game

Created a candy crush game in the x86 assembly language

Grocery Management System

Used Java and a mysql backend to create a complex three tier grocery management system

Facial Editing with Generative Models

Developed a facial editing tool leveraging generative models to accurately modify facial attributes such as age, gender, and expression. Utilized advanced models like Conditional GANs and Variational Autoencoders to ensure natural and detailed edits. Employed well-known datasets such as CelebA and FFHQ.

One Stop Service System

Built a three tier system to mimic the functionalities of our university's service centre. Used c#, sql server and html,css and javascript