

Mohammad Yesaullah Sheikh

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Objective

Passionate and highly motivated Artificial Intelligence student seeking opportunities to apply programming and analytical skills in real world projects. Dedicated to learning new technologies and contributing to the development of intelligent and efficient software solutions.

Education

1. BSc Artificial Intelligence
FAST National University of Computer and Emerging Science
(August 2023 - Present)
2. A-Levels
Army Public School and College System, Hyderabad Cantt
(August 2021 - May 2023)
3. O-Levels
Army Public School and College System, Hyderabad Cantt
(August 2019 - May 2021)

Technical Skills

1. Programming Languages: C, C++, Python, SQL
2. Tools/Frameworks: Git, Tensorflow, Flask
3. Core Concepts: Object Oriented Programming, Data Structures, Machine Learning, Database Management

Projects

1. AI powered chess game
 - Developed an AI powered chess game using Minimax algorithm with Alpha-beta pruning for efficient decision making
 - Designed a dynamic chess board with real time move evaluation.
2. Loan Prediction Model
 - Built a logistic regression model for loan eligibility prediction
 - Achieved 95% accuracy.

Experience

1. Teaching Assistant - A Levels Computer Science (9618)
Private Tutoring | (June 2025 - Present)

Guided students understand core computer science and programming concepts
2. NASA Hackathon
(September 2025)

Collaborated with a team of 6 to build augmented reality based game using NASA satellite readings dataset, strengthening the ability to work as a team

References

1. Alishba Subhani - lab instructor
FAST - National University of Computer and Emerging Sciences
alishba.subhani@nu.edu.pk