

Ahmad Moltafet

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Education

Georgia Institute of Technology, 2023 - Present | [Masters of Science in Computer Science](#) (Machine Learning Specialization)

Gonzaga University, 2019-2023 | [Bachelor of Science in Computer Science](#)

Programming Abstractions (CS106B), Modern Mathematics: Discrete Methods (61DM, 63DM), Blockchain Foundations (EE374), Computer Systems From The Ground Up (CS107E), Probability for Computer Scientists (CS109), Deep Reinforcement Learning (CS224R), Deep Learning For Computer Vision (CS231N), Linear Algebra, Multivariable Calculus, Light & Heat, Modern Physics

Employment History

Expedia Group - Software Development Engineer I

Seattle, WA

Team: Trip Attach Core Engineering

2023-Present

- Enhancing traveler experience through recommendations using personalized and complementary products, resulting in increased member savings and higher EG trip bookings. Utilizing a tech stack comprising Kotlin, React JS, Typescript, and GraphQL to develop context-aware trip recommendations, ensuring relevance throughout the traveler's journey.

Gonzaga University - Undergraduate Research

Spokane, WA

Project: GUChatBot Using HCI under Dr. Daniel Olivers (Pending Publication)

2022 - 2023

- Researched and proposed design principles for AI chatbots that prioritize human-centered design and ethical considerations using Figma, with the aim of improving user experience and engagement.
- Contributed to a study emphasizing the importance of ethical and empathetic approaches in the design of AI chatbots to improve communication and interaction with users.

IntelliTect - Software Engineering Intern

Spokane, WA

Team: Integrations Engineering

2021 - 2022

- Processed data using PowerShell scripts, optimizing data management and analysis workflows to boost team productivity and accuracy. Built a backend system for an application, integrating Toggl time reporting and Azure Functions. This seamless integration allowed for efficient tracking and management of time and project-related tasks.
- Revamped website deployment and testing procedures by leveraging testing libraries like Jest and Mocha. This led to enhanced website performance and quicker turnaround times for client projects.

Ovicore Technologies - Backend Developer Intern

Seattle, WA

Team: Immersive Engineering Team

2020 - 2021

- Built a novel iframe system that displayed 3D models on a web application using JavaScript, providing users with a unique and engaging experience that contributed to an increase of 4 mil GP.
- Built the infrastructure for a web application using Python. This included designing database schemas, developing APIs, and integrating third-party services. New feature development like notifications and reporting using JavaScript and HTML, and built admin dashboards using React and Angular to enhance application management.

Projects and Ambitions

ZAGs Artificial Intelligence Bot, Gonzaga University

zaga.pages.dev

[Lead Software Engineer](#)

- Developed a natural language processing bot using pre-trained transformers, utilizing Python programming language and libraries such as TensorFlow and PyTorch, with a unique design to achieve state-of-the-art performance.
- Presented at Gonzaga Project Fair

Lab Portal, Ovicore Technologies.

portal.ovicore.tech

[Presented at Husky Hackathon \(UW\)](#)

- Utilized Python and JavaScript to design and implement an interactive 3D model display feature for a web application, resulting in increased user engagement and satisfaction.

Additional Information

- o Languages: Python, JavaScript/TypeScript, C/C++, Java, Go, Persian, Russian
- o Operating Systems: Linux (Ubuntu, Debian), Windows, macOS
- o DevOps: Git, Gdb
- o Frameworks & Tools: Keras, Pytorch, Keras, React, Angular, NodeJS, Flask, Express, PostgreSQL, MongoDB, REST APIs, Wireshark