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CS499

**TREASURE HUNTER**

For my second project, I revisited the "Treasure Maze Solver" from CS370, a deep learning model designed to navigate a 2D array and locate hidden treasures. Initially, the model operated within a Python Notebook environment, which, while functional, was not user-friendly. My goal was to enhance this project by creating a command-line interface (CLI) to make the model more accessible and efficient for users.

The enhancement involved several key improvements: transitioning from a notebook-based interface to a CLI, incorporating Adam optimizers to refine the model's performance, and adding comprehensive logging features. The new CLI allows users to set parameters, run training sessions, and review logs easily. Additionally, I improved the documentation to provide clear instructions and explanations of the model's operations, making it more accessible to users who may not be familiar with the underlying technology.

This enhancement demonstrates my ability to adapt and improve complex models, making them more user-friendly and efficient. By focusing on usability and performance, I showcased my skills in machine learning and my commitment to staying current with technological advancements. The improvements align with the course outcomes of applying innovative techniques and ensuring that technology is accessible and effective.

The project also highlights my ability to manage and enhance sophisticated systems, providing a clear example of my growth in the field of AI and machine learning. The enhancements make the model not only more functional but also more practical for real-world applications.