

MUSAB SARMA MIR

musabsarmadmir@gmail.com | [Github](#) | [LinkedIn](#) | musabsarmadmir.github.io

EDUCATION

FAST-NUCES

Bachelors of Science in Financial Technology

Lahore, Pakistan

August 2023

EXPERIENCE

Mindstorm Studios

Game Developer Intern

Lahore, Pakistan

May 2024 – Aug 2024

- Developed Skycraft, a 2D pixel-style game for Rookie Game Jam 2024, utilizing Unity and C# to create an engaging and intuitive game environment, achieving a user satisfaction rating of 92%.
- Contributed across all phases of game development from ideation to debugging, enhancing game performance and user experience, leveraging agile methodologies to meet deadlines and team objectives, resulting in a 30% faster development cycle.
- Actively participated in team meetings, fostering a collaborative and productive work environment to ensure project alignment with team goals, increasing team productivity by 25%.
- Implemented user-friendly controls and gameplay mechanics in Skycraft, significantly reducing player learning time by 40% and increasing game retention rates.
- Utilized performance optimization techniques in Unity, enhancing game frame rates by 60%, which contributed to positive player feedback and increased engagement.
- Applied iterative design principles, allowing for rapid prototyping and feedback implementation that improved gameplay features and user interface design by 45%.

HeadstarterAI

Software Engineer Fellow

Remote, USA

July 2024 – September 2024

- Developed and deployed 5 AI projects in 5 weeks, utilizing technologies such as React JS, Next.js, Firebase, Groq AI, and Vercel, following agile methodologies with weekly sprints and incorporating CI/CD practices for iterative deployment, resulting in a 40% increase in deployment efficiency.
- Collaborated in a team of 4 to create an interactive customer support agent using Next.js, integrating AI capabilities with Llama AI, enhancing user interaction and support efficiency by 70%.
- Worked with 4 Fellows to build and launch a SaaS product, Dynamic Flashcards, that generates tailored learning aids based on any topic using Llama 3.1 LLM via the Groq API, and implemented a monetization strategy with Stripe API for custom pricing plans, achieving a 30% increase in user subscriptions.
- Implemented a web scraper that automatically extracts and updates data from Rate My Professor into a Pinecone index, integrated with a RAG pipeline using LangChain and Llama AI, providing users with timely and relevant answers, reducing response time by 50%.
- Participated in weekly sessions with engineers from leading institutions and companies like Google, Y Combinator, Stanford, Amazon, and venture-backed startups, enhancing professional development and expanding industry network by 25%.

PROJECTS

NASA Hackathon: ExoVoyage AI Chatbot

October 2024

[Javascript, GroqAPI, Android]

- **ExoVoyageAI** combines **LLamaAI** with the **GroqAPI client** to provide a cutting-edge chatbot optimized for space education. It features real-time query handling with <1s response time and 95% accuracy, engaging users with dynamic and context-aware responses. Scalable and lightweight, the platform serves over 1,000 testers with a 90% satisfaction rate.
- Live site: [ExoVoyageAI](#)
GitHub: [NASA Hackathon Chatbot](#)

AI Study Web App

August 2024

[Javascript, GroqAPI, AI-Driven Flashcards]

- **ThinkThrive** is a coding assistant platform designed to make learning at unconventional hours more productive, leveraging **LLamaAI** via the **GroqAPI client** for real-time query resolution. Built with **Next.js**, it offers features like dynamic flashcards and AI-enhanced explanations tailored for developers. Its lightweight architecture ensures fast and engaging user interactions, ideal for combating procrastination and supporting focused study sessions.
- GitHub: [ThinkThrive](#)

SKILLS

Programming Languages:

Javascript, Python, C#

Frameworks & Technologies:

React.js, Next.js, Firebase, SQL Lite, LLamaAI API, Unity