MUSAB SARMAD MIR

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EDUCATION

FAST-NUCES Lahore, Pakistan

Bachelors of Science in Financial Technologies

Aug 2023 - June 2027

Relevant Coursework; Programming Fundamentals, Object-Oriented Programming, DSA

EXPERIENCE

Mindstorm Studios Lahore, Pakistan

Game Developer Intern

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 Remote,USA

Software Enginner Fellow

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 and Pinecone, 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

Pantry Management System

March 2023

[Javascript, ReactJS, Firebase]

- Led the **Clio** project, blending interactive 3D visuals and AR for an immersive museum experience, enhancing visitor engagement and education through meticulous artifact recreation and historical accuracy.
- Incorporated space telemetry and object detection for a seamless AR experience, elavating user experience (add more details).

AI Customer Support Chatbot

January 2022

[Javascript, ReactJS, Firebase, GroqAI]

- Developed SmartSupport, an AI chatbot using Node.js, JavaScript, Groq API, and ReactJS, enhancing customer interactions and reducing wait times by 80%.
- Achieved 95% accuracy in query response, integrated seamless updates via CI/CD, and reduced operational costs by 50%, supporting thousands of concurrent users.

STUDENT CLUB EXPERIENCE

Google Developer Student Club(GDSC)

August 2023 - May 2024

Student Member of Startup-Club

Mindstorm Studios FAST LHR STUDENT CHAPTER

September 2024 - Present

Game Developement Student Member

SKILLS

• Python • C# • Large Language Models(LLMs) • Firebase • Node.js • Figma • Javascript • Discord