

Muhammad Muzammil

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EDUCATION

University of Calgary

Calgary, AB

Bachelor of Science in Computer Science

Sept 2022 – May 2026

- Relevant coursework: Data Structures, Discrete Mathematics, Algorithms, Introduction to Software Engineering, Data Science, Statistics, Computing Machinery

EXPERIENCE

Sales Representative

July 2023 – Sept 2023

Telus

Fredericton, NB

- Drove significant revenue growth, achieving \$25,000 in sales within 6 weeks through strategic promotion of Telus Smart Home Devices, Security systems, and mobile plans
- Delivered top-tier technical support and customer service, resolving issues efficiently in person and via telephone
- Navigated challenging situations with professionalism, enhancing overall customer experience and satisfaction

LLM Training Expert

Mar 2024 – Present

Outlier AI

Calgary, AB

- Enhanced the precision and reliability of AI model outputs by rigorously evaluating and refining generated code and prompts
- Tackled complex coding problems to improve the AI model's outputs
- Collaborated cross-functionally with diverse teams, swiftly adapting to new technologies and methodologies through targeted training and detailed instructions

EXTRACURRICULARS

University of Calgary Solar Car team | *Software Developer*

Oct 2022 – Present

- Spearheaded the development of the Digital Dashboard and Centre Console for the 'Schulich Helios' 6th generation solar vehicle, leveraging Qt6, Qt Designer, MQTT network protocol and QML
- Optimized development workflows by transitioning from Windows to a Linux workspace, resulting in a 50% increase in efficiency
- Coordinated with Telemetry, Electrical, and Mechanical sub-teams to ensure seamless integration and project success

2023 Undergraduate Orientation | *Orientation Leader*

Sept 2023

- Provided Campus tours and support to students and their families
- Managed stalls and entertainment in University Fair along with a team of volunteers
- Coordinated and lead an assigned group of incoming students through two days of Orientation events and served as a source of support and advice

PROJECTS

Dashcam Footage Analyzer: Developed a Python-based dashcam footage analyzer with OpenCV and PyTesseract, generating route maps and travel data, storing results in PostgreSQL

Last Stop: A Unity3D horror game developed in a week for a game jam using C# and Blender3D

Self Checkout Station: Developed a scalable Java-based self-checkout system for a grocery store, focusing on payment integrations and GUI design, with comprehensive JUnit testing, as part of a team project

Snake Game for Raspberry PI: A modified version of the original Snake game made for the Raspberry PI 4, coded directly on the hardware using C, bypassing the operating system to achieve smooth performance and direct hardware control

Solar System Website: An interactive 3D solar system website using vanilla HTML, CSS, and JavaScript with Three.js, offering an engaging user experience

TECHNICAL SKILLS

Programming Languages: Python, Bash, Java, C, C++, JS, HTML, CSS, C#, SQL, ARMv8

Technologies: Microsoft Office Suite, Git/Github, React, Tailwind, Vue.js, Three.js, Qt6, QML, Flutter, JUnit, Node.js, MongoDB, PostgreSQL, Postman, Express.js, Unity3D, Unreal Engine, TensorFlow, NumPy