

# Muhammad Muzammil

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## SKILLS

**Programming Languages:** Python, R, Bash, Java, C, C++, JS ES6, TS, HTML, CSS, C#, SQL, ARMv8, Haskell  
**Technologies:** AWS, Git/Github, React, Tailwind, Vue.js, Three.js, Qt6, QML, JUnit, Figma, Node.js, MongoDB, Supabase, Vercel, PostgreSQL, Postman, Tableau, RStudio, PowerBI, TensorFlow, NumPy, Unity3D

## 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, Operating Systems, Statistics, Thinking with Data, Computational Statistical Modelling, Computer Networks
- **Honors:** 2022-2023 Deans List Award, First Year Scholars Program
- Enrolled in Science Internship Program

## EXPERIENCE

### Software Team Member

Oct 2022 – Present

*UofC Solar Car*

*Calgary, AB*

- Led the development of the digital dashboard systems, maintaining existing codebase using **C++ and Qt/QML**
- Optimized workflows by transitioning to a Linux workspace, achieving a **50% increase** in efficiency
- Collaborated with other sub-teams to ensure seamless project integration using Jira and Agile methodologies

### Software Engineering Fellowship

July 2024 – Sept 2024

*Headstarter AI*

*NY, USA, Remote*

- Built 5 AI projects and launched a final [AI Flashcards Generator](#) project to acquire **1000+ users**
- Utilized technologies such as **RAG LangChain, Pinecone, Firebase, OpenAI, Python and NextJS** to develop AI-powered web applications
- Received mentorship from engineers at companies such as **Google, Amazon, and YC based-startups**

### LLM Training Expert

Mar 2024 – July 2024

*Outlier AI*

*Remote*

- Refined and optimized AI model outputs by evaluating and improving generated prompts, achieving near **100% accuracy** in reducing model hallucinations.
- Tackled complex coding problems to improve the AI model's outputs
- Collaborated cross-functionally with diverse teams, swiftly adapting to new technologies and methodologies

## PROJECTS

### [Last Stop](#) | *C#, GLSL, Unity3D, Blender*

July 2024

- Designed and developed a 3D PS2-style horror game in Unity during a one-week game jam, praised for its eerie atmosphere and immersive gameplay features. Received over **6k downloads** and over **15k impressions**
- Created and integrated low-polygon 3D models using Blender3D, enhancing the game's visual appeal and performance
- Implemented custom shaders with GLSL, designed player controls, and environment interactions, ensuring a smooth user experience

### [RateXpose](#) | *Typescript, Nextjs, Supabase, Git, Vercel*

June 2024 – Present

- Developed a full-stack social-budgeting website that encourages price transparency as part of an ongoing startup project, implemented authentication with **Supabase**
- Engineered a secure web form that anonymously collects, verifies, and stores bill information in a **NoSQL** relational database, utilizing multiple tables, to analyze and identify trends
- Published RateXpose waitlist gaining **200+ emails** so far

### [MyBuddy](#) | *Javascript, React, MongoDB, Git, OpenAI*

July 2024

- Developed a gamified web platform for rehabilitating children to practice conversation and emotional expression as part of a 24-hour Alberta Health Hackathon 2024
- Presented and demonstrated a project to professionals at **Alberta Health Services**, who vetted and approved it
- Integrated the OpenAI GPT-4 API to create a chat feature that engages children with tailored prompts and conversations