Mansur Nurmukhambetov

Groningen, Netherlands

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GitHub: nomomon LinkedIn: nomomon

Team-oriented and creative data scientist with two years of experience in data processing and machine learning. Certified student pursuing a bachelor's degree in artificial intelligence offering expertise in statistics and mathematics, research and data analysis. Currently seeking junior data scientist position to apply and develop skills in machine learning.

EDUCATION

Bachelor of Science in Artificial Intelligence, *University of Groningen* **Yandex Practicum**, *Data Science Specialist* **Graduating June 2024**

Feb 2022 - Sep 2022

TECHNICAL EXPERIENCE AND ACHIEVEMENTS

Machine Learning Intern in a StartUp / Product Description Generator Texta.ai

Jul 2021 — Aug 2021

Almaty, Kazakhstan

- Developed a Node.js web scraper using Puppeter to autonomously extract product information from Amazon.
- Cleaned and preprocessed text data for GPT style prompts.
- Trained and fine-tuned a GPT-Neo model with HuggingFace for generating Amazon product descriptions.

Team Lead / Soft Skills AIJasTalents Hackathon, 1st place winner

May 2021

Almaty, Kazakhstan

- Integrated Open AI's GPT-3 API with a telegram bot.
- Presented the project and its value in a 3 minute pitch video.
- Led a team of 2 programmers.

Team Lead / Orama Visual Assistant

Nov 2019 — Jan 2020

International

- Technovation Families, Asia Finalists

 Curated the collection and collected a dataset of more than 5000 images.
- Trained and fine-tuned a MobileNet classifier with Tensorflow to classify cutlery and clothes.
- Developed an accessible, downloadable progressive web application with a MobileNet model deployed on it using Tensorflow.js.

PERSONAL PROJECTS

Felony Felines Jan 2022 — Present

Felony Felines is a local two-player shooter in the spirit of Boxhead 2Play, where the a pair of notorious cats blast against giant robots.

- Improved enemies' state systems behaviors to more diverse and complex with behaviours like boids.
- Built and implemented a state diagram for an NPC player in Godot with chase, attack states.

Anime Recommendation System

Aug 2021

Self-conduced research on comparison of user-item recommendation systems in TensorFlow on an anime dataset.

- Conducted a research hypothesis comparing three different recommendation system models in Tensorflow.
- Combined, cleaned and preprocessed anime ratings datasets acquired from Kaggle.
- Trained the models and reported research results on Github.

Potato Cashback Feb 2021 — Aug 2021

Loyalty program for small stores in a phone app. It collects data about customer purchases and sends special offers to them.

- Built a highly available, fault-tolerant microservice architecture based on Flask, MongoDB and Heroku.
- Improved user experience by adding the predictive phone search feature and QR code payments.
- Analysed customer data to provide the most profitable and satisfiable prices on products.
- Developed a WhatsApp chatbot for customers to ask questions, and receive notifications about their cashbacks.

CERTIFICATES

Coursera, deeplearning.ai, Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization

Oct 2020

Coursera, deeplearning.ai, Neural Networks and Deep Learning

Aug 2020

SKILLS

Tech/Data experience: Python (Tensorflow, Keras, Scikit-learn, Numpy, Pandas), Node.js, SQL, Git, ŁTFX, Markdown

Research and Analysis: Data analysis, research by critical thinking and viewing and reporting the result **Team Player:** Working in the teams, building relationships through effective communication

Problem solver: Ability to solve complex problems using critical and system thinking

Languages: English (Fluent), Russian (Native), Kazakh (Native), Dutch (Beginning speaker)

Fast Learner: Keen to continuous excellence improvement in the face of rapidly evolving and changing markets

Activities and hobbies: Magic, jogging, food and experimental cooking