Saif Mahmud

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UNIVERSITY OF MANITOBA

BSc Major in Computer Science
Graduated, October 2023

RELEVANT COURSES

AI and Game Development (Java | Python)
Distributed Computing (Python | JavaScript)
Data Structures and Algorithms (Java)
Software Engineering (Java | Unit Testing)

SKILLS

Programming Languages:
Python • Java

AI Frameworks:
LangChain • Gemini

Soft Skills:
Communication

AI Skills:
AI • Machine Learning

Data Skills:
Data Analysis

REFERENCES

ABU KABIR
Director, IT Service Management
Microsoft Corporation
204-298-3693 | Winnipeg, MB

SAFIUR MAHDI
Java Developer
Skip the Dishes
204-583-3432 | Winnipeg, MB

CAREER OBJECTIVE

Skilled Artificial Intelligence Engineer eager to contribute to Radical AI with proven expertise in AI, Machine Learning, Python, and AI frameworks, aligning with the company's mission of democratizing AI for social good and ethical considerations.

PROJECT EXPERIENCE

ATS PASS AI | Python | Multiagent | AI
Resume Automation Tool - January 2024 - Present

Led the development of an AI-driven project, integrating CrewAI to automate tailored resume creation for enhanced job search efficiency.

- Engineered a system that personalizes resumes using AI, achieving over 85% keyword alignment with job descriptions for optimal **ATS optimization.**
- Project repository available here on GitHub.

AI PATH FINDING | A* Algorithm | Java | Git
Game Development - July 2023 - September 2023

Developed a Java-based game leveraging the A* algorithm to create an **AI**-driven game.

- Developed a Java-based game development project that leveraged the A* algorithm to create an AI-driven game, showcasing **problem-solving skills**.
- Utilized Git for version control, ensuring efficient **collaboration** and code management within a team environment.
- Take a look at the code: GitHub

CONNECT 4 GAME | Java | AI
Game Development - February 2023 - April 2023

Developed a digital Connect 4 game with strategic **AI** for user vs. AI gameplay.

- Developed a digital version of the classic Connect 4 game, facilitating user vs. AI gameplay on a 6x7 grid, emphasizing **AI** development skills.
- See the project on Github: Github