Saif Mahmud

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EDUCATION

UNIVERSITY OF MANITOBA

BSc Major in Computer Science
Graduated, October 2023

Distributed Computing (Python | JavaScript)
Data Structures and Algorithms (Java)
AI and Game Development (Java | Python)

SKILLS

Programming Languages:
Python • Java

AI and Machine Learning:
AI • Machine Learning • LangChain

Soft Skills:
Collaboration • Communication

Other 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

CAREER OBJECTIVE

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

EXPERIENCE

ATS PASS AI | Python | Multiagent | AI | RAG Search

Resume Automation Tool - January 2024 - Present

Led the development of an AI driven project, integrating CrewAI, LangChain, Gemini, and RAG Search 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.
- Developed **scalable architecture** to accommodate future enhancements, demonstrating foresight and innovation.
- Project repository available here on GitHub.

AI PATH FINDING | Java | A* Algorithm

Game Development Project - July 2023 - September 2023

Developed a Java-based game that utilizes the A* pathfinding algorithm to facilitate AI-driven gameplay.

- Built a game engine using Java, showcasing proficiency in object-oriented programming.
- Integrated the A* pathfinding algorithm to enable intelligent AI-controlled movement.
- Enhanced problem-solving and analytical abilities through the implementation of the A* algorithm.

CONNECT 4 GAME | Java | AI Decision-Making

Game Development Project - February 2023 - April 2023

Developed a digital version of the Connect 4 game, featuring strategic AI decision-making and a user-friendly interface.

- Developed a visually appealing and user-friendly game interface using Java.
- Implemented minimax algorithm to create an AI opponent with challenging decision-making capabilities.
- Demonstrated strong software engineering skills by implementing efficient algorithms and data structures.