

EDUCATION

UNIVERSITY OF MANITOBA
BSc, Major in Computer Science
Graduated, October 2023

SKILLS

Programming Languages:
Python • Java

Artificial Intelligence:
AI • Gemini

Database Management:
SQL • MySQL • noSQL • MongoDB

Data Format:
JSON

Additional Relevant Skills:
JavaScript • Multiagent • Docker • RAG Search

VOLUNTEER

.DEV PROGRAMMING CLUB

Active Member | 2019-2023

- Engaged with the latest software development technologies and tools.
- Collaborated on team projects focused on Java and Cloud Technologies.

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

Innovative and analytical AI Engineer with a proven track record in developing and optimizing AI models, seeking to contribute to Radical AI's mission of democratizing AI and driving social good. Seeking the Artificial Intelligence Engineer position at Radical AI where I can

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PROJECT 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 | A* Algorithm | Java | Git | CI/CD
July 2023 - September 2023

Developed a Java-based game development project that leveraged the A* algorithm to create an AI-driven game, utilizing **Git** for version control and **CI/CD** practices.

- Developed a Java-based game development project that leveraged the A* algorithm to create an AI-driven game.
- Utilized Git for version control, ensuring efficient team collaboration and code management.
- Utilized CI/CD practices, resulting in a 50% reduction in deployment time.
- Enhanced problem-solving and analytical skills through the implementation of the A* pathfinding algorithm.

CONNECT 4 GAME | AI Decision-Making | Java
February 2023 - April 2023

Developed a digital version of the classic Connect 4 game, facilitating user vs. AI gameplay on a 6x7 grid, showcasing skills in **AI Decision-Making** and **Java programming**.

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