Saif Mahmud

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EDUCATION

UNIVERSITY OF MANITOBA
BSc Major in Computer Science
Expected Graduation: October 2023

RELEVANT COURSES

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

SKILLS

Programming Languages:
Python

AI and Machine Learning:
AI • Machine Learning • LangChain • RAG Search • CrewAI

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 | Winnipeg, MB

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 | RAG Search | CrewAI | LangChain
Resume Automation Tool - January 2024 - Present

Developed a multi-agent system to create tailored resumes using AI and natural language processing.

- Developed a multi-agent system to create **personalized** resumes using **AI** and **natural language processing (NLP).**
- Utilized advanced **AI models** and multi-agent technologies to dynamically **personalize** resumes, demonstrating cutting-edge technical and **analytical** capabilities.
- Project repository available here on GitHub.

AI PATH FINDING | Java | A* Algorithm | Git | CI/CD
AI Game Development - Jul 2023 - Sep 2023

Developed a Java-based game leveraging the A* algorithm for AI-driven gameplay.

- Developed a Java-based game development project that leveraged the A algorithm to create an AI-driven game.
- Utilized Git for version control and CI/CD practices, resulting in a 50% reduction in deployment time.
- Project repository available here on GitHub.

CONNECT 4 GAME | Java | AI | Game Dev. | CI/CD
Game Development - February 2023 - April 2023

Developed a digital Connect 4 game featuring AI decision-making on a 6x7 grid.

- Developed a digital version of the classic Connect 4 game, facilitating user vs. AI gameplay on a 6x7 grid.
- Implemented strategic AI decision-making, enhancing game complexity and player engagement.
- Project repository available here on GitHub.