Saif Mahmud

saifmahmud.dev | linkedin.com/in/vmsaif
msaifofficial@gmail.com | 204 955 5064 | Winnipeg, MB

RELEVANT COURSES

Distributed Computing (Python | JavaScript)
Data Structures and Algorithms (Java)
Object Orientation (Java | C++)
Software Engineering (Java | Unit Testing)
Database Implementation (SQL | Python)
AI and Game Development (Java | Python)

SKILLS

Programming Languages:
Python • Java • TensorFlow • Pytorch • C++

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

Frameworks:
TensorFlow • PyTorch • Deep Learning • Natural Language Processing

Soft Skills:
Communication • Problem Solving • Team Collaboration • Analytical Skills • Adaptability

REFERENCES

ABU KABIR
Director IT Service Management
Microsoft
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, Natural Language Processing, and Python, aligning with company goals 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.

BLOCKCHAIN CAR MILEAGE TRACKER
Blockchain | Data Security
January 2023 - Mar 2023

Developed a blockchain application to securely track and verify vehicle mileage for insurance purposes using **data analysis** techniques.

- Developed using blockchain technology, emphasizing my adaptability and enthusiasm for learning new technologies.
- Enhanced data integrity and transparency, showcasing strong analytical skills and attention to detail.
- See my Github.

AI PATH FINDING | Java | AI Implementation
Jul 2023 - Sep 2023

Developed a Java-based game leveraging the A* algorithm for AI-driven gameplay, utilizing **Git** and **CI/CD** for efficient development.

- Utilized Git for version control, ensuring efficient team collaboration and code management.
- Enhanced problem-solving and analytical skills through the implementation of the A* pathfinding algorithm.
- See my Github.