Saif Mahmud

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EDUCATION

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

RELEVANT COURSES

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

SKILLS

Programming:
Java • Python • GPT • LLaMa 3

Frameworks:
LangChain • CrewAI • OpenAI

Tools:
Google Vertex • AWS Bedrock

Soft Skills:
Communication Skills • Collaboration •
Problem-Solving

Generative AI:
Gemini Pro

REFERENCES

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

CAREER OBJECTIVE

Seeking the Applied AI Developer role at Klick, where I can leverage my expertise in GPT and LLaMa 3 to contribute to the democratization of finance and foster an inclusive work environment.

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**.
- Developed a **multiagent** system for collaborative resume writing, fostering teamwork and enhancing resume quality.
- Implemented **Python** scripts to automate resume generation, streamline processes, and improve efficiency.
- See my work on the development of a generative AI-driven system.

AI PATHFINDING | Java | CI/CD | A* Algorithm
AI-Driven Game - September 2023 - December 2023

Developed an AI-driven game utilizing the A* algorithm to enhance user engagement and problem-solving skills.

- Designed and implemented an **A* algorithm** for efficient pathfinding, showcasing expertise in AI techniques.
- Utilized **Java** for game development, demonstrating proficiency in a programming language widely used in AI applications.
- Implemented **CI/CD** practices, ensuring continuous integration and delivery of game updates.
- See my project on the development of an AI-driven game utilizing the A* algorithm to enhance user engagement.