# Yusriyah Rahman

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## TECHNICAL SKILLS

- **Programming Languages:** SQL, Python, Java, C, C++, C#
- **Web Development:** JavaScript, HTML, CSS
- **Frameworks & Platforms:** Azure, Docker, Google AI Studio, Flask, React, Arduino
- **Softwares:** GitHub, CAD, Unity, Blender

## EDUCATION

**Bachelor of Computer Science (Honours) Co-op** September 2023 – April 2027
**University of Windsor, Windsor, ON**
- Minor: Mathematics
- **Awards & Scholarships**: Dean's Honor Roll, Dean's Entrance Scholarship

## CERTIFICATIONS

**Introduction to Docker & Proxmox** June 2025 – Present
- **Technology: Docker, Proxmox**
- Installed Proxmox, Virtual Machines, and Container Templates
- Understood how packets flow from one network to another while covering network layers, protocols, and tools
- Created Virtual Machine & Container Templates on the Proxmox platform

**Community Campus Garden Volunteer** June 2025 – Present
- Aided in maintaining campus garden

**Natural Language Processing and Large Language Models** May 2025 – August 2025
- **Technology: Python, Llama1/2, LangChain, Google Colab, Hugging Face**
- Introduction to tasks, embeddings, transformers, and Retrieval-Augmented Generation

**Microsoft Azure Machine Learning Model Manipulation** January 2025 – March 2025
- **Technology: Microsoft Azure Machine Learning (Cloud)**
- Cloud-based AI model manipulation
- Built, trained, & deployed machine learning models on datasets through the creation of data pipelines

## WORK EXPERIENCE

**IT Client Services Student Consultant** April 2025 – Present
**University of Windsor - Information Technology Services - Information Systems Services, Windsor, Ontario**
- **Technology: Microsoft Entra/Intune Admin Center, Microsoft Defender Antivirus, GlobalProtect VPN, PaperCut**
- Service request and incident tracking / triaging using the IT Service Management application (ticketing system), TeamDynamix
- Provided solutions to IT and AV hardware/software issues in-person and via remote assistance (phone, live chat, screen connect)
- Diagnosed and resolved networking incidents
- Maintained identity and access management for University of Windsor accounts of faculty and students

**Artificial Intelligence Intern** January 2025 – April 2025
**Glendor, Inc, Draper, Utah**
- **Technology: Python, C#, Unity, 3D Slicer, Blender, Linux, FSL**
- Collaborated with a team with brain MRI/CT scans to investigate the influence of open source defacing algorithms
- Analyzed multiple open source brain matter biomarker extraction algorithms
- Wrote a framework for to compare and analyze the results of a biomarker extractor after it was defaced
- Created a 3D visualization model/prototype with a user interface of the brain MRI/CT scans using multiple back-end, front-end, and gaming environment technologies while embedding C# scripting to automate animations

## PROJECTS

**Clothing Identifier Neural Network Architecture** August 2025 – Present
- **Technology: Python, Matplotlib, NumPy, TensorFlow, Keras, Pandas**
- Trained a neural network architecture to identify articles of clothing
- Model can identify articles of clothing from blurry images

**Multi AI Agent Automation Workflow** August 2025 – Present
- **Technology: Google AI Studio, Docker, Gemini, n8n, HTML, ngrok**
- Designed & deployed an orchestrated workflow consisted of automated agents
- Agents collaborate across tasks (summarization, web search, file analysis, etc) to output the defined goal

**Spam Email Detector** March 2025 – Present
- **Technology: Python, Flask**
- Developed a spam detection model using Logistic Regression & CountVectorizer to classify spam emails
- Built a Flask web app for users to input email for processing through the model to predict spam status
- Integrated the machine learning model and preprocessing steps into the app for real-time predictions

**AI Travel Assistant ChatBot** July 2025
- **Technology: Google Cloud Vertex AI**
- Designed & deployed a Conversational AI Agent from scratch
- Connected agent to data sources and APIs to automate the defined goal

**Backend Digital Library Data Management System** September 2024 – December 2024
- **Technology: Java**
- Created a database system to store different types of media items
- Organizes (checking out/returning), search/sort, & filter media items based on user input

**Multiplayer Connect 4 Game** January 2024 – April 2024
- **Technology: C**
- Created a text-based Connect 4 game
- Implemented nested functions, if statements, and switch cases to manage players' decisions

**Command-Line Calculator** September 2023 – December 2023
- **Technology: C**
- Performs mathematical calculations like addition, subtraction, square root, & exponents
- Stores values with memory variables

**Car Parking Sensor** December 2022 – January 2023
- **Technology: C++, Arduino**
- Collaborated with my partner to construct a car parking sensor system wired with Arduino hardware
- Warns cars about how close their surroundings are while backing up to park

**Multiplayer Ping Pong Game** September 2021 – January 2022
- **Technology: Java**
- Each player controls a paddle that moves up and down to hit a ball back and forth
- Points are earned when one fails to return the ball to the other

## CODING COMPETITIONS

**WinHacks** February 2025
- **Technology: Python (SQLAlchemy Database), Flask, HTML, CSS, JavaScript (React)**
- Developed a **website** with my team to create an integrative tool to maximize productivity
- Suggestion tab asks questions related to mood, sleep, and occupation hours to provide suggestions based on users mood and generate a personalized schedule
- Schedule tab allows creation of task checklist

**NASA International Space Apps Hackathon** October 2024
- **Technology: Java, JavaScript, HTML, CSS, GoogleMaps**
- Developed a **website** with my team for farmers utilizing NASA's satellite & geospatial datasets regarding climates, soil types, & monsoon conditions (moisture & evaporation) of the location entered by the user
- Designed the platform to generate a tier list that ranks which crops produce the most harvest
- Leveraged skills in web development & data analysis to create an intuitive and informative tool for agricultural planning