

## CONTACT INFO

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## SOFTSKILLS

- Effective Communication
- Critical Thinking
- Problem Solving
- Creativity
- Team Work
- Strong Work Ethic

## PROGRAMMING EXPERTISE

- Python
- C++
- SQL
- Git
- TensorFlow
- PyTorch
- NumPy
- Pandas
- Scikit-learn
- Matplotlib
- Open-CV
- Transformers

## AI EXPERTISE:

- Machine Learning
- Artificial Neural Networks
- Computer Vision
- Speech Recognition
- Generative A.I
- Data Analysis

## EDUCATION

- **Bachelor's in Artificial Intelligence**
  - C.GPA: 3.60
  - University of Haripur in 2024
- **H.S.S.C. (Pre-Engg.)**
  - BISE Abbottabad in 2020
- **S.S.C (Science)**
  - BISE Abbottabad in 2018

# MALIK SAAD JALIL

## (ARTIFICIAL INTELLIGENCE ENGINEER)

## SUMMARY

I am a highly motivated and hardworking person with a strong background with excellent grades in Artificial Intelligence, with proficiency in Python as primary programming language. My expertise spans across various domains of AI, including Machine Learning, Neural Networks, Computer Vision, and Natural Language Processing (NLP). A solid foundation in Generative AI, particularly in image generation (diffusion models and GANs) and text generation models (LLMs and Transformers). In addition to my technical skills, I have experience in 3D modeling, game design, and development.

## PROFESSIONAL EXPERIENCE

### Freelancer (Self Employed) | Worked on Fiverr

April 2022 - Present

- Designed and developed high-quality, customized 3D models for UE4 games, meeting clients' specific requirements and preferences, with a 5-star rating on Fiverr (50+ reviews)
- Consistently delivered Work within 24-48 hours, exceeding client expectations and resulting in a 95% client retention rate
- Created detailed, textured, and animated models with increase in complexity, without compromising performance or gameplay
- Collaborated with clients to understand their vision and goals, ensuring a 99% satisfaction rate with final deliveries
- Developed and maintained a strong portfolio, showcasing expertise and attracting new clients.

### Machine Learning Engineer (Intern) | Worked at Glob skills

Feb 2022 - May 2023

- Contributed to various projects, honing Python skills and expanding programming knowledge in Data Structures and Algorithms, Web Development (Gradio, Streamlit), Data Analysis and Visualization (NumPy, Pandas, Matplotlib), Machine Learning and Deep Learning (Scikit-learn, TensorFlow, OpenCV).
- Developed and implemented efficient, scalable, and well-documented Python code.
- Collaborated with teams to design, test, and deploy projects, fostering a culture of innovation and learning
- Worked with various databases (e.g., MySQL) to design, implement, and manage data storage solutions.

## PROJECTS DETAILS

- **Image Generation & Translation Model: (Final Year Project):** Developed an advanced image generation model named D.r.e.a.m, capable of producing high-quality images from text prompts for various applications.
- **Virtual Try-On Fashion Generator:** It allows the users to visualize clothing items on Themselves. Using text to convey their clothing idea to create realistic clothing simulations. Implemented user-friendly features for seamless interaction and personalization.
- **Fit Bot: AI Personal Trainer Chatbot:** Created an interactive chatbot designed to function as a personal fitness trainer, providing users with customized workout plans, tracking progress, and offering fitness advice.
- **Image Scraping Tool:** Developed an efficient tool for scraping and collecting large datasets of images from the web, facilitating the creation of comprehensive datasets for AI and machine learning projects.
- **Mid-journey Images/Prompts (Dataset):** Created a diverse dataset containing images and their corresponding prompts, ideal for training and fine-tuning generative models and exploring prompt engineering techniques.
- **Oceanic Life (Dataset):** Curated a dataset featuring images of diverse marine life, aimed at supporting research in marine biology, conservation, and AI-driven image classification.
- **LLM Models:** Worked extensively on Large Language Models (LLMs), including the development and fine-tuning of a model named ADAM, enhancing its accuracy and efficiency for natural language processing tasks.
- **Indie Game Development:** Participated in the development of multiple indie games, including "Nightfall Paradox." Contributed to game design, programming, and 3D modeling.

## ACHIEVEMENT

- **First Place, Final Year Project Exhibition:** Won first place for the project "D.R.E.A.M", The project involved developing an advanced image generation model capable of producing high-quality images from text prompts, demonstrating innovative thinking and meticulous execution.
- **Level-1 Freelancer on Fiverr:** Achieved a 5-star rating and 95% client retention rate for designing and developing customized 3D models for UE4 games.