

SYED ALI MEHDI BUKHARI

AI / ML ENGINEER

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EDUCATION

Virtual University of Pakistan

May 2021 - March 2026

Bachelor of Science in Computer Science (BSCS)

- Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms
- Thesis: "Horror Game with AI-Driven Intelligent Behavior Systems in Unity 3D"

TECHNICAL SKILLS

- **Languages** : Python | C#
- **AI / ML** : Machine Learning | Scikit-Learn | TensorFlow
- **Data Analysis** : NumPy | Pandas | Matplotlib | Seaborn
- **Cloud & Tools** : Git | GitHub | Azure AI | VS Code | Antigravity

EXPERIENCE

FRAG Games

March 2025 - June 2025

Trainee Game Developer

- Designed adaptive AI behavior systems for enemy NPCs including pathfinding, decision-making logic and state machines demonstrating strong algorithmic thinking and intelligent systems design
- Developed 5+ functional prototypes with advanced movement AI and wave-based enemy systems applying systematic problem-solving and clean software development practices

PROJECTS

GitHub Repo Multi-Agent Bug Fixer

(Python | Streamlit | CrewAI | Google Gemini | Antigravity) [🔗 Live Dashboard](#)

- Built a pipeline of 4 coordinated AI agents that scan a GitHub repository, detect bugs, apply code fixes and open a Pull Request for review — deployed live with a Streamlit dashboard
- Integrated 2 LLM providers (Google Gemini and OpenRouter) with real-time logs and structured output tabs for tracking each agent's progress during a run
- Added self-healing script logic where each agent automatically runs missing dependency steps, plus a diagnostics utility to verify GitHub and Gemini API access before starting a run

CERTIFICATIONS

- Microsoft Azure AI Fundamentals | Microsoft Certified
- Machine Learning for Beginners | SimpliLearn
- Introduction to Artificial Intelligence | SimpliLearn
- Associate Game Developer | Unity Certified
- Programming Fundamentals in C# | Game Train