

Syeda Eman Hussain | Machine Learning Engineer

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Summary

AI/ML Engineer specializing in building production-ready AI applications across NLP, Computer Vision, and Generative AI. Experienced in developing scalable RAG systems, OCR pipelines, and real-time voice-based AI tools. Strong focus on practical deployment, experimentation (MLflow), and translating business problems into AI-driven solutions. Microsoft Azure AI and Google Data Analytics Certified.

Experience

EON Reality

Irvine, California

Artificial Intelligence Intern

April 2026 – Present

- Supporting AI development tasks across learning experience and product workflows.
- Assisting with prompt refinement, dataset preparation, and model experimentation.
- Collaborating with the team on documentation, testing, and AI feature validation.
- Gaining hands-on experience with applied AI tools and workflow development.

Fiverr

Remote

AI/ML Specialist

January 2025 – Present

- Designed supervised ML models, including classification and regression systems.
- Delivered Python and ML mentorship covering algorithms and optimization techniques.
- Translated business problems into scalable ML pipelines.
- Maintained 100% client satisfaction through structured documentation.

HeadStarterAI

New York, USA

Software Engineering Fellow

July 2024 – September 2024

- Engineered and deployed 5 AI-powered applications within 5 weeks using modern AI APIs.
- Implemented Retrieval-Augmented Generation (RAG) pipelines for contextual LLM systems.
- Designed modular ML architectures ensuring scalability and maintainability.
- Collaborated using Git-based workflows and agile methodologies.
- Presented architecture decisions and model evaluation strategies to mentors.

Education

Cambridge Assessment International Education

Riyadh, Saudi Arabia

GCE O Level

January 2026

Relevant Coursework: Computer Science, Business Studies, Commerce, Mathematics, English

Technical Skills & Languages

Machine Learning & AI: Supervised & Unsupervised Learning, Predictive Modeling, Feature Engineering, Model Evaluation, NLP, Computer Vision, Generative AI, Prompt Engineering

MLOps & Deployment: MLflow, Model Versioning, Experiment Tracking, FastAPI, Streamlit, API Integration

Data & Analytics: Data Analysis, Exploratory Data Analysis (EDA), Data Visualization, SQL Querying

Programming Languages: Python, SQL, R

Libraries & Frameworks: Pandas, NumPy, Scikit-learn, TensorFlow, PyTorch, Keras, OpenCV, Seaborn

Tools & Platforms: Jupyter, Git, Linux, Azure, OpenAI, Hugging Face, Power BI, Tableau, Rapid Prototyping & Low-Code AI Tools

Languages: English (Fluent), Urdu (Native), Hindi (Native), Arabic (Basic)

Certifications

Microsoft Certified: Azure AI Fundamentals

Microsoft Learn AI Skills Challenge – Completion Certificate

Microsoft Student Ambassador Challenge Modules – Optimizing Machine Learning Model Training

Google Data Analytics Professional Certificate

Machine Learning Engineer Career Track – DataCamp

Linux Fundamentals Certification – ALNafi International College

Achievements

CS50x Puzzle Day 2024 (Cambridge, Massachusetts)

Solved 9/9 algorithmic puzzles; awarded official certification for outstanding problem-solving performance.

Kaggle Datasets Master & Notebooks Expert

Ranked in Top 2% of Kaggle users based on dataset contributions and notebook performance.

Google Soft Skills program

Ranked among the Top 200 participants after achieving a perfect 10/10 score on the first attempt.

Projects

VidCoder AI – Computer Vision OCR System

Agent Development Kit Hackathon with Google Cloud | 2025

- Developed an OCR-based system to extract on-screen code from programming video tutorials.
 - Improved OCR text extraction accuracy through preprocessing using OpenCV.
 - Integrated Google Vision SDK for high-precision text extraction.
 - Designed an automated pipeline to convert extracted frames into structured, downloadable text output.
 - Focused on improving developer productivity through AI-assisted content extraction.
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SpeakPrep AI – Voice-Enabled Interview Preparation System

Aethra Global Vibeathon | 2025

- Built a voice-interactive AI assistant using Speech-to-Text and NLP models.
 - Designed a real-time response analysis system evaluating fluency, structure, and contextual relevance.
 - Integrated transformer-based language models for dynamic conversational interaction.
 - Implemented modular backend architecture for scalable session handling.
 - Applied prompt engineering to enhance contextual feedback quality.
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MSTEAK – AI-Powered Recipe Recommendation App

Gemini API Development Hackathon/Competition | 2024

- Developed a cross-platform Flutter application integrated with the Gemini API.
 - Implemented prompt engineering strategies to generate personalized recipe recommendations based on user-input ingredients.
 - Designed structured API request/response handling for dynamic content generation.
 - Focused on responsive UI/UX and efficient backend integration.
 - Demonstrated practical implementation of Generative AI in consumer-facing applications.
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QuizByte – Real-Time AI Quiz Platform

Aethra Global Gamethon | 2025

- Designed and deployed a real-time quiz platform supporting concurrent user participation and leaderboard tracking.
 - Implemented user progress tracking and performance analytics.
 - Designed a leaderboard system with score ranking logic and session persistence.
 - Built responsive frontend with backend logic integration for real-time updates.
 - Focused on scalability and efficient state management for multi-user participation.
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Streamlit Data Dashboard Generator

Data Analytics & Visualization Tool | 2025

- Built a dynamic dashboard generator using Streamlit for automated data visualization.
 - Designed a user-driven interface allowing dataset upload and real-time visualization selection.
 - Integrated Pandas for data preprocessing and transformation workflows.
 - Implemented interactive visualizations using Matplotlib and Seaborn.
 - Enabled non-technical users to generate analytics dashboards without manual coding.
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Bit-Lingual – AI-Powered Bilingual Learning Game

Replit 10th Anniversary Buildathon | 2026

- Built a pixel-art bilingual language-learning game centered on real-world conversational practice.
- Integrated speech-to-text voice interaction with AI NPCs for dynamic dialogue.
- Added contextual hints and adaptive guidance to support low-stress language learning.