ROGER (RAJA ABDULLAH)

Address: Melbourne, VIC, Australia — Open to Relocate within Aus
Phone: 0452 159 786
Email: abdullahraja8707@gmail.com
LinkedIn: www.linkedin.com/in/mabdullah010

SKILLS

- **Programming & Development:** Python, C++, R, MATLAB, Git, GitHub, GitLab, Docker, Google Colab, RStudio, Jupyter Notebook, Unreal Engine 4/5, Blueprint Visual Scripting, Blender, Trello, Jira.
- **Machine Learning & AI:** TensorFlow, PyTorch, Keras, Scikit-learn, Pandas, NumPy, Matplotlib, Seaborn, Plotly, OpenAI API, HuggingFace Transformers, Stable Diffusion, MLflow, hyperparameter tuning, transfer learning.
- **Computer Vision & Image Processing:** OpenCV, MediaPipe, YOLOv5, Mask R-CNN, Faster R-CNN, SSD, image segmentation, facial recognition models (FaceNet, Dlib), pose estimation, optical character recognition (Tesseract OCR).
- **Cloud & DevOps:** Microsoft Azure (Machine Learning Studio, Azure Blob Storage), AWS (S3, EC2, SageMaker), Google Cloud Platform (BigQuery, AI Platform), Azure DevOps, CI/CD basics.
- **Data Science & Analytics:** Data cleaning and preprocessing, SQL, Power BI, Tableau, feature engineering, exploratory data analysis (EDA), time series forecasting (Prophet, ARIMA), statistical modelling.
- **Enterprise & Security Frameworks:** Agile, Lean, ITIL fundamentals.
- **IT Support & Networking:** Microsoft 365 administration, Windows & Linux system troubleshooting, firewall setup (basic Fortinet/Sophos), network diagnostics, endpoint deployment and configuration.

EDUCATION

Master of Artificial Intelligence   Aug 2023 - July 2025
La Trobe University, Melbourne, Australia

Bachelor of Science in Electrical Engineering   May 2017 - Sep 2022
University of Engineering & Technology, Taxila, Pakistan

WORK EXPERIENCE

Associate Technical Product Manager,   Dec 2025 - Present
Aventis Technologies - Singapore (Remote)

- Led design and validation of a large-scale AI-driven dynamic pricing and decisioning platform for telecom clients, supporting 100M+ subscribers across multiple markets.
- Worked closely with data and engineering teams to define ML-powered churn, ARPU uplift, CLV, and upsell models, translating outputs into real-time pricing and offer logic.
- Designed end-to-end data pipelines and customer segmentation logic, integrating heterogeneous telecom datasets (usage, ARPU, tenure, churn signals) for automated decisioning.
- Collaborated with senior stakeholders and external partners (e.g. Adobe, telco vendors) to align product architecture, integrations, and go-to-market strategy for AI-based personalization solutions.

WORK EXPERIENCE

AI Engineer, Cloud SnS – Perth, WA (Remote)   **Aug 2024 - Dec 2025**
- Built metacognitive AI system with TypeScript, Claude Opus 4.1 API, 9 consciousness indicators, and adaptive strategy selection achieving sub-3ms performance
- Developed production RAG pipeline on GCP (Cloud Run, Firestore, Vertex AI) with vector search, persistent memory, and multi-strategy orchestration
- Created REST API with Express.js for conversation management, consciousness tracking, and ElevenLabs voice integration, deployed via Docker
- Implemented automated performance monitoring with pattern detection and strategy adaptation across 5 failure modes, achieving 227x performance improvement

Technical Support Engineer, V4 IT Services – Melbourne, VIC   **Sep 2023 - Jan 2024**
- Delivered Level 1–3 onsite technical support, including Microsoft 365 administration and hardware/software troubleshooting.
- Performed basic firewall configuration and network setup for small to medium business clients.
- Installed and configured systems to meet client requirements and ensure smooth operations.

Unreal Engine Developer, CityScape Tech Corporation – Canada (Remote)   **Oct 2021 - June 2023**
- Developed immersive UE4/UE5 real estate simulations, incorporating AI-driven pathfinding, procedural generation, and 3D spatial data modelling.
- Acted as liaison between visualisation and development teams to align creative requirements with technical solutions.
- Managed quality assurance, version control, and task tracking using Git and JIRA in a collaborative, research-focused environment.

Visiting Faculty Member, Air University - Pakistan   **Jan 2023 - July 2023**
- Designed and delivered Game Engine Programming I & II curriculum for Bachelor's students, integrating Unreal Engine 4/5, C++, Blueprint Visual Scripting, and foundational AI in game development (pathfinding, NPC behaviour, decision trees).
- Led and mentored two lab tutors, providing direction on practical sessions covering 3D environment creation, real-time rendering, and AI-driven gameplay systems.
- Supervised capstone projects and coached teams for national game development competitions, ensuring industry-aligned quality standards in both visualisation and AI integration.

ACADEMIC PROJECTS

- **Intelligent Video Object Detection & Tracking:** Developed a Mask R-CNN and OpenCV-based system to detect and track multiple objects and people in real-time video footage. (Python, OpenCV, TensorFlow, Mask R-CNN)
- **SmartPark – Intelligent Parking Management MVP:** Designed and implemented a functional mobile app to locate available parking spots using real-time data integration. (Flutter, Firebase, REST APIs, Google Maps SDK)
- **Costa Civil Mobile App – Construction Services Platform:** Delivered a cross-platform mobile solution for service booking, map-based search, and payments for a real Australian client. (Flutter, Firebase, Stripe API, Google Maps SDK)
- **Predictive Analytics for Data Mining:** Built and evaluated classification and clustering models for customer segmentation and trend analysis. (Python, Scikit-learn, Pandas, Matplotlib)
- **Statistical Analysis & Forecasting:** Applied hypothesis testing, regression models, and probability distributions for real-world datasets to predict outcomes. (R, Python, NumPy, SciPy, ggplot2)
- **Deep Learning Image Classifier:** Created a multi-class image recognition model with CNNs to achieve high accuracy on benchmark datasets. (Python, TensorFlow, Keras, NumPy)