

AFREEN SAHEER

afreen.studio | +965 51560124 | afreens@list.ru | linkedin.com/in/afreensaheer | github.com/a-freen-io

SUMMARY

Dedicated Computer Engineering student with a robust specialization in Artificial Intelligence and Computer Vision. Committed to utilizing expertise in deep learning and system assessment to engineer high-performance, scalable computer vision solutions for industry applications. Demonstrated advanced analytical capabilities as an international robotics judge, evaluating mission strategy and technical documentation against rigorous international standards.

EDUCATION

Vistula University, Warsaw, Poland

Bachelor of Engineering, Computer Engineering (Specialization: Engineering of Artificial Intelligence)

Expected Feb 2027

GPA: 4.77 / 5.00

Erasmus+ Exchange — Uniwersytet WSB Merito Poznań, Poznań, Poland

Mar 2024 – Feb 2025

GPA: 4.5 / 5.00 | Focus: Computer Security, Software Engineering, Computer Networks, Software Testing

SKILLS

AI / Computer Vision: Deep Learning, Object Detection & Tracking, Feature Engineering, PyTorch, OpenCV, Ultralytics YOLO, Torchreid.

Programming Languages: Python, Java, C++, JavaScript, SQL, HTML, CSS

Frameworks & Tools: Spring Boot, GraphQL, Git, Visual Studio, OpenCV, Linux

Certifications: [AI Fluency: Framework & Foundations](#), [Claude Code in Action](#), [Google AI for Brainstorming and Planning](#), Web Design & Development (GUST), Mandarin & Chinese HSK 2 (Tianjin University), Architecture & Design (Cambridge Immerse)

PROJECTS

Multi-Camera Person Re-Identification (ReID) Pipeline

- **End-to-End Multi-Camera Person Re-Identification** – Designed a complete pipeline that detects people with YOLOv8, tracks them using ByteTrack, and links identities across non-overlapping cameras by clustering OSNet appearance embeddings combined with motion features.
- **Pre-processing & Track Refinement** – Applied per-camera white-balance correction; developed a cosine-distance track splitting method to separate merged trajectories, improving identity consistency.
- **Visualisation & Evaluation** – Generated a multi-view montage video with distinct bounding-box colours per identity, exported structured detection data (CSV) for analysis, and created manual evaluation tools to measure cross-camera matching accuracy.

LaserTracer: Real-Time CV Turret

- Engineered a full-stack demo showcasing real-time computer vision for physical actuation, using Python on a host PC and C++/Arduino firmware on an ESP32.
- **Computer Vision & Control:** Implemented real-time person detection and tracking using the lightweight Ultralytics YOLOv8n model to calculate aiming coordinates.

Flappy Bird Clone

- Built a complete 2D arcade game in Python utilizing Pygame for event detection, rendering, and game state management.
- Applied Object-Oriented Programming (OOP) principles to implement physics-based movement, precise collision detection, and procedural generation of obstacles.

Simple REST API

- Built a full CRUD REST API in Java and Spring Boot for product management, with clean MVC architecture (service/controller separation) and standard RESTful HTTP conventions.

EXPERIENCE

World Robotics Olympiad Foundation, Kuwait

Robotics Competition Judge — RoboMission

May 2026

- Evaluated robot mission strategy, technical documentation, and team presentations against rigorous international competition standards.

VEX Robotics, Kuwait

Robotics Competition Judge

Jan 2026

- Judged competing robots at the VEX Robotics Competition, scoring teams on design, build quality, and performance against official criteria.

Al-Bayan Bilingual School, Kuwait

Aug 2025 – Dec 2025

Administrative Intern

- Maintained the school's physical file system conducting regular audits to identify and resolve missing or misfiled records and ensure documentation completeness. Restructured the entire file organisation architecture — reclassifying records — establishing a consistent, navigable system that significantly reduced administrative retrieval time.

Resource Management Intern

- Overhauled the resource room layout from the ground up, redesigning spatial organisation to group and label materials logically, making equipment significantly faster to locate for staff.
- Introduced a structured categorisation system for stored resources, reducing the time staff spent searching for items and improving day-to-day operational efficiency across departments.

World Robotics Olympiad Foundation, Kuwait & Izmir, Turkey

Robotics Competition Judge — RoboMission

Sep 2024 – Dec 2024

- Judged teams at WRO Kuwait (Oct 2024) and WRO Turkey International Finals (Nov 2024), evaluating robot mission strategy, technical documentation, and presentations against international competition standards.

AL PASSION, Kuwait

Technical & Digital Media Intern

2021 – 2022

- Supported digital media presence, created social media posts, conducted research for content development, and executed technical administrative tasks, demonstrating proficiency in professional communication and collaborative project coordination.

Kuwait Water Association (KWA), Kuwait

Intern

2022

- Managed the end-to-end recording, processing, and structured upload of organisational Zoom meetings, ensuring accurate digital archive.