Saumik Saha Kabbya

Dhaka, Bangladesh ● saumik.kabbya@gmail.com ● +880-1536178642
github.com/Kabbya04 ● linkedin.com/in/saumik-saha-kabbya ● saumik-kabbya.vercel.app

Experience

The Data Island [AI Engineer (Part-time), Frontend Engineer (Part-time)]   Mar 2025 – Sept 2025
Worked on AI solutions and Computer Vision projects for clients using   Remote
Python, Fast API, Groq AI, Ultralytics' YOLO models, Pytorch etc.
for the backend alongside **Next JS** as the frontend framework.

Education

North South University   Dhaka, Bangladesh
BS in Computer Science and Engineering   Jan 2022 – Present
GPA: 3.65

Skills

Programming Languages: Python, JavaScript, TypeScript, Java, Dart, C, C++, HTML, CSS
Frameworks & Libraries: Node.js, React, Next.js, Astro, Tailwind CSS, React Native, Flutter
AI & ML: Generative AI, Large Language Models (LLMs), NLP fundamentals, Computer Vision, Recommendation Systems
Tools: Git, GitHub, Vite, Vercel, Firebase, Supabase, VS Code, Cursor, Antigravity, Qoder
Soft Skills: Communication, Teamwork and Collaboration, Problem Solving, Time Management

Capstone Project

● **AIris**   Jan 2025 - Present
https://github.com/rajin-khan/AIris
'AIris', a comprehensive AI-powered vision assistant for the visually impaired using a distributed local-first architecture. The system integrates a wearable **ESP32-CAM** with a local server running **YOLO26s and MediaPipe** to provide "Active Guidance" - real-time spatial audio feedback guiding the user to objects with sub-two-second latency. Key features include continuous scene description via **BLIP and LLMs**, automated vision-based fall detection with guardian email alerts, and a hands-free **Web Speech API** voice interface, achieving an 87% success rate in object retrieval tasks.

Projects

● **Lumen**   Jul 2025 - Present
https://github.com/Kabbya04/Lumen ● https://study-lumen.vercel.app/
An AI-powered document study tool that transforms documents into interactive guides with summaries, QA, chat functionality, and TTS using **Groq and ElevenLabs API** .

● **Omni Game Recommender System**   Apr 2025
https://github.com/Kabbya04/Omni-Game-Recommender-System
A content-based game recommendation engine using **Bag of Words, TF-IDF, and SVM** to suggest similar video games with likelihood predictions.

● **Zappy**   Aug 2025 - Present
https://github.com/Kabbya04/zappy ● https://zappy-theta.vercel.app/
An AI-powered personalized recommendation platform for games, anime, tv series and movies using an LLM through **Groq API** and **TVDB** for up to date information with **Supabase** as the database.

● **NodeNest**   Dec 2025 - Present
https://github.com/Kabbya04/NodeNest ● https://node-nest-omega.vercel.app/
A multi-conversation AI chatbot platform supporting **contextual sub-conversations**, modular back-end design, and integration with multiple language models.

● **TapSense**   Sept 2024 - Dec 2024
https://github.com/Kabbya04/TapSense
A cross-platform accessibility application developed with **Flutter** designed for visually impaired users, providing enhanced mobile interaction capabilities.