



Arzuman Abbasov

Nationality: Azerbaijani **Date of birth:** 08/08/2004 **Gender:** Male **Phone number:** (+994) 507090418

Email address: a.arzuman313@gmail.com **WhatsApp Messenger:** <https://wa.me/994507090418>

LinkedIn: <https://www.linkedin.com/in/arzuman/> **Website:** <https://arzuman.tech/>

Home: Qobu Settlement, Fazlullah Naimi, 51, AZ 0117 Baku (Azerbaijan)

ABOUT ME

Motivated Data Scientist with a solid background in machine learning and data analysis. Skilled in developing and implementing predictive models, analyzing complex datasets, and deriving actionable insights to drive data-driven decision-making. Proven track record of leveraging Python, Scala and SQL to solve business challenges and enhance operational efficiency. Experienced in collaborating with cross-functional teams to deliver impactful solutions and drive innovation.

WORK EXPERIENCE

Data scientist

Kapital Bank [22/07/2024 – Current]

City: Baku | Country: Azerbaijan

- Built the first-ever fraud detection model of bank to replace an old rule-based system. This led to a 40% reduction in false positives and increased user experience.
- Developed a route optimization system that improved the cash replenishment process for over 1,000 ATMs, making operations smoother.
- Trained various open-source large language models on Azerbaijani language datasets.
- Applied AutoML using Dataiku and Cloud Technologies
- Created 50 Million Sentences of Azerbaijani Language Dataset

Data scientist

BIRainy [01/03/2023 – 01/03/2024]

City: Baku | Country: Azerbaijan

- Automated reporting tasks across multiple industries.
- Developed machine learning models for real estate price prediction with 85% accuracy.
- Conducted data analysis on large, unstructured datasets.
- Created data analytics solutions for international clients, including the Asian Development Bank.
- Implemented financial reporting services for SOCAR Polymer.
- Implemented OCR detection models for Azer Cosmos.

Data analyst

BIRainy [14/11/2022 – 01/03/2023]

City: Baku | Country: Azerbaijan

- Developed a real-time reporting system for 21st Century School, bringing their data processes up to speed.
- Created data visualization solutions for AzerCosmos, effectively managing and displaying millions of rows of data.
- Handled various ad-hoc analyses, providing quick and insightful data answers when needed.

EDUCATION AND TRAINING

BSc. Information Technology

Azerbaijan Oil and Industry University [15/09/2021 – 01/07/2025]

City: Baku | **Country:** Azerbaijan | **Website:** <https://asoiu.edu.az/> | **Field(s) of study:** Information and Communication Technologies: • Database and network design and administration • Software and applications development and analysis | **Final grade:** 3.0 | **Level in EQF:** EQF level 6

LANGUAGE SKILLS

Mother tongue(s): Azerbaijani

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Spanish

LISTENING A2 READING A2 WRITING A1

SPOKEN PRODUCTION A1 SPOKEN INTERACTION A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Python / SQL / Python(Pandas Matplotlib Seaborn Pytorch Tensorflow) / Linux / Deep Learning / Machine Learning / Deep Learning, / Computer Vision / Natural language Processing / Power Query ,Power BI

CONFERENCES AND SEMINARS

[10/05/2023 – 11/05/2023] Baku

International Conference on the 4th Industrial Revolution and Information Technologies The first International Conference on the 4th Industrial Revolution and Information Technologies started at Azerbaijan State Oil and Industry University (ASOIU).

Link: <http://82.194.3.83:12123/jspui/handle/123456789/178>

[30/11/2023 – 01/12/2023] Baku

INMERGE INNOVATION SUMMIT INMerge Conference, an event dedicated to advancing innovation as a key driver of economic growth. The conference emphasized the role of innovation in transforming ideas into actionable solutions and fostering a dynamic environment conducive to both business and community development.

Link: <https://www.inmerge.az/2023/>

HONOURS AND AWARDS

[09/2024] Teknofest

1st Place Teknofest Turkiye, LLM App Development Hackathon The AI-Enhanced Accessible Learning (AEL) solution uses generative AI to transform traditional study materials into accessible formats tailored for individuals with disabilities, such as converting text into audio, visual aids, or simplified versions. It includes a 3D online lab, allowing learners with physical or cognitive impairments to engage in interactive, virtual hands-on experiences in STEM subjects. This platform enhances inclusivity by personalizing educational content, improving comprehension and accessibility for all learners.

[10/2024] Azerbaijan State Oil and Industry University

1st Place at Heydar Aliyev 100 Engineering Hackathon We competed in the ecology category, aiming to increase green spaces. In just 48 hours, we developed two AI solutions and one Big Data Analytics tool:

- **LeafAI:** An AI-powered tool that identifies plant diseases through mobile images, providing farmers with fast, accurate diagnoses.
- **PlantGPT:** A language model offering expert plant care advice, perfect for gardeners of all levels.

Additionally, we created an **Interactive Disease Map** using geospatial data from mobile photos to track and visualize disease outbreaks, helping communities protect their ecosystems.

[10/2023] Pasha Holding

2nd Place at Pasha Hackathon 3.0 As part of the Spark team, we participated in the 48-hour Pasha Hackathon 3.0 from September 29 to October 1 and secured the 2nd place out of 46 competing teams, among 800 applicants. Our participation in this hackathon, which aimed to create innovative solutions for the Umico market's development, provided us with valuable experience.

Our project encompassed three key components:

- Artificial intelligence assistant to assist shoppers. This assistant can understand pain points of customers and find products from Umico database and give recommendations with links to products.
- 3D product editing and visualization during shopping
- Augmented reality for users to try products on themselves, such as glasses.

[11/2024] Azerbaijan University of Economy

2nd Place at DigiEduHack Hackathon Developed an EdTech solution that uses 3D models to boost motivation, participation, and understanding across a range of subjects.

Link: <https://digieduhack.com/users/26795>

[07/2024] Innovation and Digital Development Agency and Google Developer Student Clubs Baku

3rd Place at Google AI Hackathon Developed an EdTech solution that leverages generative AI to transform study materials into formats tailored for individuals with disabilities, enhancing accessibility and learning

Link: https://drive.google.com/file/d/10aQqbg9e4OV_DhWMp7OWNhnyAeUE-p1l/view?usp=sharing

SHORT TERM TRAININGS

[12/2023 – 05/2024]

Bootcamp in Artificial Intelligence and Machine Learning

Completed a bootcamp in AI and ML, gaining hands-on experience with key technologies and techniques. Developed practical skills through real-world projects in supervised and unsupervised learning, neural networks, and natural language processing.

Link: <https://drive.google.com/file/d/1rk4ToMrXfxL-d3WPYfH3RldNTrBjcv1f/view?usp=sharing>

[01/2024 – 02/2024]

Start-Up Acceleration Program in Business Administration and Management by Innovation and Digital Development Agency

Completed an intensive program focused on business administration and management, with an emphasis on innovation and digital transformation. Gained hands-on experience in developing start-up strategies, market analysis, and project management. Collaborated with industry experts and mentors to refine business models and scale entrepreneurial ideas for growth.

<https://drive.google.com/file/d/1Mh0X98pixl2bVkxtZAOw3c3pfKlgc7mT/view?usp=sharing>