

Hussein Ibrahim

AI ENGINEER | +961 76 878 301 | houssein.ibrahim.3@gmail.com
Portfolio: <https://husseinibrahim.me>

Computer Science graduate specializing in Generative AI and LLM-based systems, with hands-on experience building multi-agent AI workflows, RAG pipelines, and tool-augmented LLM applications. Strong interest in applying Large Language Models to real-world engineering systems and AI-driven automation, with a clear focus on practical integration and production-ready solutions.

AREA OF EXPERTISE

Artificial Intelligence & Machine Learning - Supervised and Unsupervised Learning, Deep Learning, Computer Vision - Large Language Models, NLP, RAG Pipelines, Multi-Agent Systems - AI Workflow Automation (n8n, LangChain, CrewAI, LlamaIndex)	Software & Databases - JavaScript: Node js, React/Native - MERN Stack - Databases: PostgreSQL, MySQL, MongoDB, ChromaDB - AI-Integrated backend system(python)	Cloud & Infrastructure - Deploying and scaling AI models - AWS (EC2, S3, Lambda) - Render deployment
Web development - Full stack development(Mern, Next js) - Rest APIs - Responsive UI(React, Tailwind, Bootstrap) - Authentication & datavase integration(MySQL, MongoDB)	Mobile Development - Cross platform apps (react native) - API integration - Mobile first design - Performance optimization	Game Development - Godot engine(GD Script) - AI pathfinding & game logic - Game play systems & optimization

rofessional Experience

- AI Engineer – InMobiles Holding | Jun 8 – Jul 31, 2026 :** Worked on multiple production computer vision projects, padel match-analysis system and a gym exercise form-evaluation system, alongside building am LLM-based chatbots
- Full-Stack & AI Developer (Independent) | Jan 2025 – Present**
- Engineered end-to-end AI systems (RAG, Agents), scalable MERN web platforms, and cross-platform mobile apps with integrated cloud deployment.**
- Developed complex game logic and AI pathfinding in Godot, optimizing performance and user experience across diverse technical environments.**

Feature projects

- Generative AI Multi-Agent System (CrewAI) :** Designed and implemented a CrewAI-based system capable of autonomous task planning and execution. Integrated external tools and function calling for data retrieval and reasoning.
- AI Resume Screener (LLM + RAG):** Build a fully local RAG system using Llama 3, LangChain, ChromaDB.
- Chest X-Ray Pneumonia Detection (Deep learning)**
- Credit Card Fraud Detection(unsupervised learning)**

Languages

English (Fluent) | French (Expert) | Arabic (Native)