

ELDAR MUKHTAROV

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PROFILE

I am a Computer Science graduate and Engineering student interested in AI and public health. I have created projects for different companies and foreign municipalities that showcase my skills in Python through real-life scenarios. I have also been recognized as the Łódź Programmer of the year 2024 in the student category and, three-times winner of the Młodzi w Łodzi (Youth in Lodz) program, which awarded me for my academic and extracurricular achievements. Furthermore, I have spoken at TEDx, national and international conferences, participated in programming Olympiads, and contributed to STEAM festivals.



EDUCATION

Bachelor's Degree, Computer Science, Lodz University of Technology

October 2023 – (Expected) March 2027

four-semester GPA: Excellent

Awards:

- Rector's Scholarship 2024/2025, 2025/2026
- TUL Foundation scholarship program for outstanding students 2025
- "Młodzi w Łodzi" Scholarship 2025 – Accenture, Politechnika Łódzka

Bachelor's Degree, Computer Science, University of Lodz

October 2022 – September 2025

GPA: Excellent

Awards:

- "Młodzi w Łodzi" Scholarship 2023 and 2024 – Fujitsu, Hexagon, Asseco Data Systems
- Rector's Scholarship 2023/2024
- Rector's Award 2023/2024 for contributions to the university's development
- Dean's Award 2023/2024, 2024/2025 for contributions to the faculty's development



EXPERIENCE

University Of Lodz – "UniGuide UL" Mobile Application

October 2024 – February 2025

- Led a team of 4 to design and develop UniGuide UL, an Android app that helps students navigate the university, locate buildings and rooms, and view room schedules.
- Collaborated with international and exchange students to improve usability and address real-world navigation challenges.
- Developed the app using Kotlin and PostgreSQL, and managed the workflow with Jira and Git/GitHub.

Teknofest Aerospace And Technology Festival – Baku Skills Category

January 2022 – May 2022

- Led a team of 5 to achieve second place out of 100+ participants in developing a prototype rocket, satellite, and satellite provider.
- Worked on 3+ projects using C++ and Python to program robotic movements for the prototype.
- Networked with industry experts from the aerospace and related fields, including engineers and high-profile individuals, and received an award from the Ministry of Education.



ACHIEVEMENTS

Nominated as Łódź Programmer of the Year 2024 (Student Category)

November 2024

- Selected as one of five nominees from three universities in Łódź for outstanding programming achievements.
- Recognized by the Łódź ICT Cluster and the Rector of Łódź University of Technology.

Participated at the Polish Academic Championship in Team Programming 2024

November 2024

- Led a newly formed team of three to compete in one of Poland's top computer science competitions which is the domestic version of International Collegiate Programming Contest (ICPC).
- Despite our brief preparation period of just one month and limited weekly practice, we solved 3 algorithmic problems securing 43rd place among 64 teams.

International Summer School IP Engineering Visions 2024 in Sweden

July 2024 – August 2024

- Co-developed "Homie," an IoT AI assistant designed to reduce energy consumption and manage waste at homes.
- Participated in lectures on planetary boundaries and on the impact of technology on sustainability.
- Networked and brainstormed solutions with and for municipalities to handle these challenges.

LINKS

[My Website](#)
[LinkedIn](#)
[GitHub](#)
[Eolymp](#)

HARD SKILLS

Python

- Numpy
- Pandas
- Pytorch
- Tensorflow
- OpenCV
- Transformers

C++

- STL
- OpenGL

Git

Jira

PostgreSQL

HOBBIES

Solving Rubik's cube
Building startups
3D modeling and printing

LANGUAGES

Azerbaijani (Native)

Turkish (Native)

English (C1)

German (B1)

PROJECTS

Homie: AI Home Assistant on Raspberry Pi to monitor and optimize home energy consumption.

CapPyro: A Python-inspired interpreter using CAPITALIZED keywords.

HarmoniAI: Instrumental Sound Detector using Machine Learning.

ChatTUL: AI chatbot using TUL university resources to automate repetitive tasks and answer student questions.

EducationUSA Academy Connects Program, Diablo Valley College, California, USA (Virtual)

July 2021 – August 2021

- Gained expertise in advanced technologies through technical training and workshops.
- Networked with industry experts, including a Twitter worker, expanding technical knowledge and contributing to professional discussions.
- Collaborated with international students on group projects in a multicultural environment.



RESEARCH AND PRESENTATIONS

5th International Congress Digital Regeneration of Cities – “Why AI Alone Can’t Yet Cure Cardiovascular Disease and What We’re Doing about It in Łódź”

(Presented)

April 2025

- Explained how locally trained, explainable AI models using wearable and telemonitoring data can support early cardiovascular risk detection and ease clinical workloads in aging urban populations.
- Presented at the same congress as Poland’s Minister of Digital Affairs.
- Networked with executives from Comarch, IQVIA, and other AI and healthcare experts.

Cardiological Disease Detection with Explainable AI

(Ongoing)

April 2025 – April 2026

- Proposed research focused on detecting cardiological diseases in elderly populations using machine learning and datasets from a healthcare company in Łódź.
- Planned to develop real-time detection systems for high-risk cases by analyzing blood pressure, heart rate, family history, and electrocardiogram data.

All in E-Cards: Universal Card Game System Based on E-Ink Displays

(Completed)

May 2024 – March 2025

- Doing a research with a team of five to integrate e-ink displays with online image-generation AI tools, enabling dynamic card visuals for various games.
- Developing an API to connect AI-generated images to e-ink displays via an ESP32-based system for games like “Guess Who?” and “Mysterium”.

TEDx Copernicus College Youth Conference – “[Playing with AI and Creativity in Game Development](#)”

(Presented)

January 2024

- Presented the interplay between human creativity and AI in game development.
- Showcased a self-made game created using AI that proves the potential synergy between humans and AI.

Financial Progress Conference – “Code of Crisis: Decoding Lessons from Adversity”

(Presented)

December 2023

- Presented a scientific poster on how AI might be useful in addressing financial crisis.
- Researched AI techniques to solve or mitigate crisis from financial, economic, and disaster-related perspectives.