



Qendrim Beka

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Experience

Founder

October 2025 - Present

Philo - A Thinking Journal (www.getphiloapp.com)

- Built and shipped an iOS mobile app (Expo/React Native/TypeScript) serving **65,000+ lifetime users** and generating **\$34K ARR** through subscription model with IAP integration.
- Designed vector-based recommendation engine using embedded philosophy quote dataset (**20K+ quotes**) to deliver personalized matches in <500ms, processing 600+ daily user prompts across active user base.
- Achieved 58% D7 retention and **18,000+ MAU**.

Research & Development Associate

Edmonton, AB

Network For Applied Tech (NAT)

May 2025 - Jan 2026

- Analyzed emergent coordination in multi-agent LLM systems with agent-based modeling (ABM), informing internal research outputs.
- Built matchmaking software for **1500+ hackathon participants**, streamlining team formation and collaboration.
- Contributing developer & data analyst for nat-ETH, a shared data platform that aggregates ecosystem partner data into dashboards and health metrics, focusing on funding flow tracking with funders, incubators, and service providers.

Data Analyst Intern

Edmonton, AB

Government of Alberta, Ministry of Assisted Living and Social Services

May 2025 - August 2025

- Engaged with **84** organizations to complete inventory of over **90,000** housing units across province.
- Developed custom Python scripts to automate repetitive data entry and extraction tasks, increasing workflow **efficiency by 120%** and eliminating manual processing errors.
- Analyzed and visualized trends to inform research projects using Excel, PowerBI, Plotly and Dash.

Education

Bachelor of Science in Computing Science

Edmonton, AB, Canada

University of Alberta • Minor in Philosophy

Expected Graduation: 2027

- First Class Academic Standing
- Founder/President of Index Competitive Club (**17** Hackathon Wins)

Project

VR Alzheimer's Detection

github.com/NeuroNavScore/hackathon2024

- **Won first place (\$4,000)** at Canada's Largest Neuroscience Hackathon.
- Built VR maze system detecting early Alzheimer's markers with 90% accuracy on 2000 participants using EEG pipelines (40,000 datapoints/sec) to classify 150+ navigation shifts across memory and spatial decision regions.
- Tech: Brainflow, OpenBCI, Unity, Python, C#.

Skills

Languages: Python, Java, C, C#, JavaScript/TypeScript, SQL, Bash

Development: React, Next.js, Node.js, REST/GraphQL APIs, WebSockets, Microservices, Android (Java), Cloud (AWS, Firebase, Supabase), Expo

AI/ML: PyTorch, TensorFlow, Scikit-learn, Transformers, OpenCV

Tools: Git, Docker, CI/CD (GitHub Actions, GitLab CI), TDD, System Design, Performance Optimization