

BADREDDINE ITANI

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EDUCATION

American University of Beirut, Lebanon - GPA: 85.36/100

August 2017 - July 2019

Bachelor of Engineering, Computer and Communication Engineer

Graduated with distinction

Lebanese American University, Lebanon

August 2016 - July 2017

Bachelor of Engineering, Mechanical Engineer

Lebanese American University Dean's Honor List

WORK EXPERIENCE

CSC Bank

Aug 2019 - Present

I was assigned to the Electronic Funds Transfer Department. Responsibilities include performing test transactions, managing the ATM simulator, and updating ATM to load files. Additionally, I learned the financial transactions ISO and the languages involved in coding both NCR and Diebold ATMs.

Dar el Handasah

May 2018 - July 2018

Used ASP.NET and MySQL in Web development. As well used Hadoop Apache to handle big data sets. Executed specific tasks for in-progress projects at Dar el Handasah

CERTIFICATES

IBM Data Science Professional Certificate

August 2019

This certificate, Provides an advance look into the set of tools used in data science. Also provides a set methodology which can be used to solve problems. This certificate also taught me how to use Apache Spark, as well as python visualization packages such as Seaborn and Folium.

PROJECT EXPERIENCE

Optimized Mobile Sensing:

The project aimed at using a Machine learning model based on the Kolmogorov-Smirnov test. The model has to output an estimate of the number of samples needed to perform activity recognition accurately.

Created a Recommendation System:

The model aimed at clustering different New York neighborhoods based on their food cuisines were similarity is measured by the average rating of specific food cuisine. Data was obtained from Foursquare and results were visualized using Folium.

Gaming Platform:

Used Java and C++ to develop two different gaming platform. Both support user subscription, score history, and multiplayer, among other things. I have created original games for both applications like sudoku and chess games.

Antialiasing Program:

I have developed an antialiasing software using Cuda C. The algorithm was implemented in Visual studio. I was also able to check how it works on First person shooter games, which represent the main target for antialiasing.

TECHNICAL STRENGTHS

Software Programming

Java, Python, C++, C#, SQL, Apache Spark, Matlab, Cuda

Research Interests

Numerical and Discrete Optimization, Machine Learning, Information Theory, Game Theory, Data Structure and Algorithms, Communication Systems

Language

Arabic(Native), English(Fluent)

EXTRACURRICULAR ACTIVITIES

Third place in American University of Beirut Faculty of Engineering Robotics Competition.

Member of the Artificial Intelligence Club at American University of Beirut