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PROFILE

- I am a Computer Science student graduating in Fall of 2019 (December 2019) looking to sharpen my skillset by starting off my career in either a software development or data gathering and analytics role. I am a Highly motivated individual that has extensive experience in a broad range of programming languages and topics ranging from Web Development to AI
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EDUCATION

Dec 2019

American University of Beirut

Bachelor of Science, Computer Science

GPA 3.0/4.0

Final Year Project: Using Deep Learning to Detect Android Malware.

May 2016

New English School of Kuwait

GCE AS Level: Business, Biology, Mathematics and Physics

ACADEMIC PROJECTS

Android App Analysis Using Deep Learning

Lebanon

- As a final year project I carried out analysis of android APK's by applying deep learning models to classify android apps as either malicious or benign with the help of the AndroParse dataset provided. The models were written, trained and tested using pyTorch.

Samba

Lebanon

- Samba is a football social media web app connecting football players to ongoing matches in need of players around them. This project was an effort by myself to enhance the public's involvement in sports through football.

Team Slot

Lebanon

- Team Slot is a calendar sharing web app that was developed for my software engineering course. Team Slot used the google API to gather Events and preview them on a state of the art interface as well as the ability to schedule team events and send scheduling links to provide teams a choice of times to meet. Team Slot was ranked #1 software engineering project for the 2018 spring semester.

FootStats

Lebanon

- FootStats is football DBMS that was developed in my Database Systems course. It was developed using PHP and MySQL to preview interesting football leagues statistics by querying data from our football database.

Image Segmentation Using Machine Learning

Lebanon

- Developed a program written in Java using the processing tool that takes as input an image and number of RGB colors (centroids) to then be fed to a K-means algorithm to generate a segmented Image.
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ADDITIONAL SKILLS AND ACHIEVEMENTS

IT SKILLS

Java, Python, PHP, Javascript, HTML & CSS, SQL, JSON, Algorithms and Data Structures.

LANGUAGES

Arabic (Native), English (Fluent)

INTERESTS AND ACHIEVEMENTS

Interested in: Emerging Technologies (AI, Big Data and Cloud Computing), Technology in Sports, Data Analytics and Philosophy.

Achievements:

- #1 Ranked Junior Software Project
- Football & Athletics Team Captain BSME (British Schools in the Middle East)
- Active participant in the yearly visit to Syrian refugee camps in Bekaa Valley