



Sara Awad

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ABOUT ME

Highly motivated Software Engineer with a demonstrated history in writing efficient code along with the ability to work independently and within a team setting with equal ease. Experienced in designing applications using Sketch and Flinto. Skillful in building mobile-based applications using (Objective-C, Swift, Kotlin, flutter) and web-based applications using (JavaScript, Typescript, HTML, CSS, Angular, .NET). I've also shown interest in the field of Data Science and Artificial Intelligence where I've worked in several projects including (Google AI Impact challenge capturing remote sensing and flux tower data and Turk Telekom capturing Spatial-temporal refugee mobility patterns in Turkey) using (Python, R, GCP, Jupyter notebook, Spark).

EDUCATION

◆ MASTER'S IN COMPUTER SCIENCE (Machine Learning)

American University of Beirut (GPA = 3.9/4)
2017-2021

◆ B.Sc. IN COMPUTER SCIENCE

Global University (GPA = 3.86/4)

SKILLS

- ◆ **User Interface Experience:** Sketch & Flinto
- ◆ **Mobile Development:** Swift, Objective-C, Flutter & Kotlin
- ◆ **Web Development:** HTML, CSS, JavaScript, Typescript, JQUERY, Angular, C#, .NET
- ◆ **Machine Learning:** Python, R, GCP, AutoML, Jupyter Notebook
- ◆ Java, Go, SQL, Git, Azure

LANGUAGE

- ◆ Arabic (Native) ◆ English (Fluent)

EXPERIENCE

Machine Learning Developer

August 2019 - Present

American University of Beirut - Google AI / Lebanon

Google AI Impact Challenge Project:

My work revolves around water preservation in the MENA region with the help of predictive machine learning models where the following is performed:

- Exploring and analyzing data and scraping of satellite images using an automated scraping tool based on GCP compute engine.
- Processing local weather, ancillary data, and farmer-supplied agricultural data for estimating crop water use in near-real-time at daily time stamps.
- Performing several machine learning models (pointwise and probabilistic models) in order to make accurate irrigation decisions.

Data4Refugees Project (Turk Telekom):

My work revolves around studying the spatial-temporal refugee mobility by exploring mobile phone records in different regions in Turkey. Handled terabyte-sized data sets, performed data wrangling and applied different machine learning models.

Mobile & Front-end Engineer

April 2020 - Present

1VALET - Edayna / Gatineau, Quebec, Canada

- Integrating smart building automation technologies (IOT) and on-demand home services for the residual building industry into a single platform.
- Building an iOS application for residents using (Swift, Reactive Swift, Firebase, Twilio, Flutter, Call Kit, etc...) to unlock door, accept parcels, etc... alongside with a watch application to unlock doors.
- Building a community portal (1CONNECT Portal) for managers and staff to manage buildings, suites, and configure in suite devices using (Angular, Typescript, JavaScript, HTML, SCSS, Twilio).
- Building an entry console system for couriers, visitors, etc... to deliver parcels and enter a building using (Angular, Typescript, JavaScript, HTML, SCSS, Twilio).
- Working with Jira for feature/bug reporting, working with code versioning tools such as Azure DevOps, and using confluence for documentation.

IOS Engineer

May 2019 - April 2020

Lixar IT - Edayna / Halifax, Canada

Working on "Teesnap", a golf course management platform being deployed on almost a thousand gold courses in North America consisting of POS and FB services. Part of the iOS Team and roles were as follows:

- Working with offshore development teams, reviewing code, and pair programming.
- Implementing features/bug fixes with deploying a branch on bitbucket for each.
- Engaging in Scrum weekly meetings and team meetings.
- Working with different design patterns in Swift and Objective-C (MVP, MVVM).
- Working with code versioning tools such as Git.
- Using Reactive Swift to achieve better performance.

Mobile & Front-end Engineer

November 2015 - May 2019

Scope for IT Services / Beirut, Lebanon

Working on several applications in a variety of business fields tackling shopping for food Products (Meswaq), scheduling & task logging (Task Logger), educational games (Play My Way), and flight reservations (Sky Skua). Leading the mobile team and part of the web team and roles were as follows:

- Prototyping, Mock-ups & Proof of Concepts using Sketch & Flinto.
- Designing and building interfaces and advanced applications for the iOS platform.
- Ensuring the performance, quality, and responsiveness of applications.
- Identifying and correct bottlenecks and fix bug to optimize performance.
- Collaborating with cross-functional teams to define, design, deploy new features and optimize deployment.
- Architecting applications internal structures to be compatible with the clients' needs and latest technology trends.
- Responsible for delivering applications to the app store.

Microsoft Dynamics Navision Developer

September 2014 – November 2015

Scope for IT Services / Beirut, Lebanon

- Developing a Navision mobile application using C# development language, .NET, SQL Server for a Motorola MC45 handheld device that prepares sales invoices, orders, receipts for the client to track their inventory, sales, etc.
- Installing, configuring and the maintenance of Microsoft dynamic Navision application.
- Replicating data amongst several branches
- Editing reports for existing modules using C/AL (Client Application Language)

PROJECTS

- Smart Irrigation – Google AI Project
 - Data4Refugees
 - Compiler Construction under JavaCC
 - Paxos Distributed Implementation
 - 1VALET Resident Application
 - 1VALET Watch Application
 - 1VALET Community Portal
 - 1VALET Entry Console
 - Teesnap
 - Liquiliter
 - Task Logger
 - Sky Skua
 - Meswaq
 - Play My Way
 - NavMap
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