#### EDUCATION

# • American University of Beirut

Beirut, Lebanon

- Bachelor in Computer Science; GPA: 3.69 3 time Dean's Honors List Sep. 2020 – Dec. 2022
  - \* Relevant Coursework: Computer Architecture, Algorithms and Data Structures, Software Construction, Database Systems, Object-Oriented Programming, Functional Programming, Software Engineering
- Minor in Game Development
  - \* Relevant Coursework: Computer Graphics with OpenGL, Game Programming with Unity, Fiction Writing for Videos Games, Game Narrative Design

# • College Louise Wegmann

Beirut, Lebanon

French Baccalaureate General Sciences: Mathematics Speciality: 16.81/20

Sep. 2004 – July. 2019

# CERTIFICATIONS

• Holberton School

Beirut, Lebanon

Machine Learning & AI Program

Apr. 2021 – Sep. 2021

• Coursera Deep Learning Specialization

Online Dec. 2021 - Jan. 2022

• Neural Networks and Deep Learning

- Improving Deep Neural Networks: Hyperparameter Tuning, Regularization and Optimization
- Structuring Machine Learning Projects
- o Convolutional Neural Networks
- o Sequence Models

### EXPERIENCE

• Beirut Research & Innovation Center: Intern

Beirut, Lebanon - Jul. 2018 - Aug. 2018

 $\circ \ \ Introduction \ to \ Python: \ pre\text{-}college \ training$ 

• Lemonade Fashion: Software Engineer Intern

Beirut, Lebanon - Jun. 2022 - present

- Developed and implemented end-to-end services using Flask, SQLAlchemy and React to improve the client management system for the marketing and design team.
- Migrated server-based services to AWS lambda with the aim of avoiding single point of failure.
- Worked on a Machine Learning model that uses clustering to auto-associate an item to the closest color available to facilitate color filtering.

# SKILLS

- Programming Languages: Python, Java, SQL, Javascript, C, HTML5, CSS3
- Libraries: Tensorflow, Keras, Pandas, Numpy, SciKit-learn
- Technologies: Flask, SQLAlchemy, Django, Vue, React, Flutter, Unity, OpenGL, Android
- Languages: Fluent in English, French and Arabic Beginner in Japanese
- Teamwork, Communication, Scrum

# Projects

- Kaggle Disaster Tweets: Part of Kaggle's Natural Language Processing competition. Developed a classifier for tweets using BERT and Neural Networks.
- ITrackerHub: An Issue Tracking System as a work management tool that helps project members keep track of issues and bugs in an organized way.
- CourSeera: A tool for students that parses and organizes university courses, professor schedules and room status on campus.
- Technology in Gaming Zine: A website for an electronic magazine done for the Fiction Writing in Video Games course at AUB showing various articles related to the usage of technology in video games.
- Infinite Runner: An infinite car runner video game using Unity3D

#### Leadership

• AUB Japanese Cultural Club: Secretary

Sep. 2021 - May. 2022

• AUB Japanese Cultural Club: Vice President

Current

• Model Arab League: Winner of Best Country Statement

May 2017