

Sari Itani

Aramoun, Mount Lebanon, Lebanon
sariitani101@gmail.com — +961-81192894
Portfolio: sariitani.github.io/Portfolio-Hugo

Summary

Computer Engineer specializing in artificial intelligence. Passionate about solving real-world problems with innovative technologies and state of the art research developments.

Education

Bachelor of Engineering in Computer Engineering with AI Specialization Expected 2025
Beirut Arab University (BAU)
GPA: 3.76/4.0 (Ranked 1st on Dean's Honor List, Fall 2024, SGPA 3.97/4.0)

Relevant Experience

Research Assistant, BAU AI Lab 2022 – Present

- Investigated and developed novel machine learning models for computer vision applications, most notably in biomedical image segmentation applications like fine segmentation and semantic segmentation.
- Built a fire detection system using drone-based image recognition for LAU D.A.R.E Robotics Competition.
- Published a conference paper in EANN2024 about Machine Unlearning algorithms.

NeurIPS 2023 Machine Unlearning Challenge November 2023

- Implemented a machine unlearning algorithm on ResNet models trained with the CIFAR-10 dataset.
- Focused on minimizing the influence of "forget sets" while retaining model accuracy.
- Achieved a robust balance between data privacy compliance and predictive performance.

Technical Skills

- **Programming:** Python, Java, C
- **Machine Learning:** PyTorch, TensorFlow, Scikit-learn, OpenCV
- **Data Analysis:** Pandas, NumPy, Matplotlib
- **Tools:** Git, Docker, MLflow

Projects

PatchNet: Hybrid Segmentation Model August 2024

- Introduced PatchNet, a model for fine segmentation of MRI images across multiple organs.
- Conducted extensive experiments, surpassing UNet-based models in segmentation accuracy.

Certifications

- [Unsupervised Learning, Recommenders, Reinforcement Learning \(DeepLearning.AI\)](#) May 2024

Extracurricular Activities

Founder and President, ARC (AI and Robotics Club) March 2023 – Present

- Organized workshops and community events on Python programming, machine learning, and robotics.
- Developed a gesture-controlled gaming controller using Mediapipe and implemented it in the debut game.
- Built the foundations for a collaborative self-learning environment at BAU for students passionate about AI and Robotics.