HUSSEIN EL DIRANI

MULTIMEDIA AND NETWORKS ENGINEER

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EDUCATION

09/2020 – 06/2025

ANTONINE UNIVERSITY
BE in Computer and Communications Engineering.

PROJECTS

Sickle Cell Detection

MADE WITH PYTHON
- Classification of images between two different classes using a ResNet152V2 CNN model
- Detection and segmentation of four different cell classes (RBC, WBC, platelets and sickle cells) using YOLOv11
- Project made using Anaconda Suite and Google Colab environment

Medical Records Website

MERN STACK
- Login/Signup, editable user profiles, doctors and hospitals search function
- Appointment booking with specific hospitals and doctors
- User records and appointments search filters
- Machine learning model (Random Forest) for disease prediction based on test results
- Deep learning model (ResNet152V2) for blood cell detection and classification
- Chatbot for RAG-based retrieval, record analysis, and web search

Medical Records Mobile App

MADE WITH JAVA
- Firebase authentication and SQLite implementation
- Features: Phone calls, SMS, email, profile pictures
- Editable user profiles
- Google Maps hospital locations using a Google API Key
- Medical drugs information retrieval using a public API

Medical Community

UX/UI DESIGN WITH FIGMA
- Web, Android and iOs designs
- Hand-picked fonts and appropriate color codes
- Intuitive and simple design aligning with current standards
- Animated prototypes (buttons, linked pages...)

TECHNICAL SKILLS

- Python
- Machine Learning and Computer Vision
- Data Science and Visualization
- MySQL
- Git/GitHub

- C#/.NET and SQL Server
- MERN Stack: React.js, Node.js, Express, MongoDB
- Java Mobile Development, SQLite and Firebase
- Unity Game Development

CERTIFICATES AND INTERNSHIPS

07/2023 – 09/2023

SOFTWARE ENGINEER INTERNSHIP
At IDS Fintech

PROJECT
- Library desktop app using C#/.NET
- Creation of APIs, controllers and endpoints with ASP.NET
- SQL Server connection and CRUD operations
- Frontend Windows application development in C#

07/2024 – 08/2024

UNITY GAME DEVELOPMENT INTERNSHIP
At Upscale Hub

PROJECT
- Human Body Learning Game (made with Unity)
- Interactive main menu screen with music and animations
- Interactive environments with organ selection, rotation and zooming
- Quiz script and UI for each system
- Scores saved for each user in an SQLite Database
- Project collaboration with Unity Version Control

WORK EXPERIENCE

08/2024 – 12/2024

GAME TESTING AND QUALITY ASSURANCE
At Upscale Hub

WORK
- Worked on 3D Story-Based Learning Games
- Wrote test cases and user scenarios
- Tested game releases according to user scenarios
- Raised bugs and other game/UI related issues on Azure Dev Board

06/2025 – 10/2025

RESEARCH ASSISTANT
At TICKET Lab - Antonine University

WORK
- Read, summarized and criticized research papers and literature reviews
- Proposed a different approach and implemented it
- Collected results and compared them with the state-of-the-art
- Skills: Python, Computer Vision, Machine Learning, Deep Learning