

# Mohamad Ziad Alkabakibi

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## EDUCATION

### INNOPOLIS UNIVERSITY

#### BS IN COMPUTER SCIENCE

Graduating July 2022

Software Engineering

Innopolis, Russia

## LINKS

LinkedIn:// mohamad-ziad-a-999771118

YouTube:// TheSharpOwl

## UNDERGRADUATE

Computer Graphics

Concurrent Programming

Scrum and Agile

Compiler Construction

Operating Systems

Functional Programming

Distributed Systems

## SKILLS

### PROGRAMMING

Proficient:

C++ • C# • C • Git

Unreal Engine • OpenGL

Familiar:

Linux • CMake • Qt • GoLang

• Unity • SQL • Python • C++ Boost

### LANGUAGES

• Arabic: Native

• English: Fluent

• Russian: Intermediate

### AWARDS

• Syrian Informatics Olympiad:

top 3/100 (2014)

• Damascus ACM programming contest:

top 3/100 (2017)

• Asia Pacific Informatics Olympiad:

Honorable Mention (2017)

## HOBBIES

• Swimming:

• Ping pong

• Drawing

• Card Games

## EXPERIENCE

### ROADAR | C++ DEVELOPER

April 2021 – Present | NY, USA

- **Embedded systems** programming applications and systems to ensure safety on the road.
- Using **C++**, **CMake**, **OpenCV** and **OpenVino** running software on Linux Arm64 circuits supporting AI models.
- Working with **Computer Vision** to detect road accidents and other events.

### COMMISSION FOR SCIENTIFIC OLYMPIAD | ALGORITHMS COACH

Jun 2018 – Jul 2018 | Damascus, Syria

- Training National and International Olympiad team during the summer Bootcamp for the IOI preparation.

### ACM ICPC SYRIA | CONTEST JUDGE

Jun 2018 | Lattakia, Syria

- Made the problemset and configured servers with the other judges.
- Review participants solutions and explaining the solutions.

## PROJECTS

### MIZU ENGINE | GITHUB

June 2020 - Present

- A simple **Direct3D12** game engine (graduation project)
- Supporting simpler graphics programming interfaces and Mesh Shaders

### ROLL CHAT BOT | GITHUB | TELEGRAM

April 2022 - Present

- Chatbot made with **Python** using **Microsoft's QnA framework**
- Deployed on **Heroku** and using **REST API** to communicate with the QnA service

### FOOBAR COMPILER | GITHUB

August 2020 – December 2020

Imperative Language compiler in **C++17** that translates to **LLVM** machine code for Compiler Construction course.

### BREAKOUT GAME | GITHUB

May 2020 – Aug 2020

Atari style game in 2D using **C++** and **OpenGL** that was made while reading an **OpenGL** book.

### TRACKZAM STUDENTS TRACKER | GITHUB

Jan 2021 – Mar 2021

- Made with **C# .NET 5 (Client)** and **Python (Server)** for lecturer's purposes.
- Participated in implementing the client (Key-Mouse logger and User accounts mechanisms) in addition to Windows and Errors Managers
- Dev team used **Agile** and **Lean Software Development**.

### TSUKI: DISTRIBUTED FILE SYSTEM | GITHUB

Aug 2020 – Nov 2020

- Made with **GoLang** supporting replication (with 3 servers) to assure availability and using security practices for preventing malicious attacks.
- Ported to **AWS** using **Docker**.