Mina Antoun Salib

Senior CS Student

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Technical Skills

Skill	Level
C++	● ● ● ● ○
HTML/CSS	● ● ● ● ●
JavaScript	● ● ● ● ●
Ajax	● ● ● ● ●
PHP	● ● ● ● ●
Java	● ● ● ○ ○
Git	● ● ● ○ ○
React.JS	● ● ● ● ○
Python	● ● ● ● ○
SQL	● ● ● ● ○
Machine Learning	● ● ● ● ○
Latex Overleaf	● ● ● ● ○
Angular	● ● ● ○ ○
TypeScript	● ● ● ○ ○
Unity	● ● ● ○ ○

Objective

Always looking for self-improvement, improving my skills and learn more.Eager to know more and increase my knowledge. Want to improve my programming skills, always passionate for learning and gaining experience.

Education

Computer-Science, *Misr International University*
2020 – 2024
Cumulative GPA:3.42

Thanawaya Amaa, *Integrated Thebes International School*

Professional Experience

Intern, *ITWORKX*
07/2022 – 09/2022
Creating and Devleoping Low-code/No Code web application that allow users to create their own webpage and use their creativity. Using drag and drop application components. Using ASP.net Core Web Api, .Net Core 6, React.js,Entity Framework,C# and Onion Architecture

Intern,, *RATP*
08/2023 – 09/2023
Gained knowledge in the business application analysis field by working with Excel and learning more about the work environment whilst meeting with different clients and attending various meetings. Additionally, created an automated data cleansing system for cleaning the attendance data from unwanted entries and meeting the requirements efficiently and rapidly with precision, this was made using Python and Flask

Projects

Low code- No Code web desinger, *ItworX internship summer project*
07/2022 – 09/2022
We created a website using Low-code/No-code technique which, made creating a website easier for the user. By using a simple drag-and-drop method to be able to create a website without any coding experience. We used React, CSS, and Bootstrap for the front-end and MS SQL,C#, javascript for the back-end

Restaurant web application,
Using HTML, PHP, Javascript,Ajax,CSS,BootStrap,JQuery,React
03/2022 – 06/2022
The restaurant web application allows the user to create an account, navigate through the menu or create his own sandwich. The user can search for a specific item. The user can edit his cart and selects the payment method.

Book Store system, *using C++*
2020 – 2020
The bookstore allowed the user to interact with the bookstore without any assistance. It allows the user to search and look for the prices of the books in the store. Using C++ QT gui to make the application interactable with the user.

Dental clinic system, *using Html,Css,(.net)C#*
2022 – 2023
Building a Web-Application for a Dental Clinic helps the clinic manage its expenses, revenue, appointments, and patient
history. The Dr. can easily view the patient's history through a dental chart that shows his previous work and can be edited
for future work.

Motion Detection, *Using Gaussian Mixture Model*
2023 – 2023
Motion detection is the process of detecting a change in the position of an object relative to its surroundings or a change in the surroundings relative to an object using GMM. Motion can be detected through various means such as infrared, sound, and vibration. Motion detectors are primarily used for detecting moving objects (especially people), and gathering data regarding position, acceleration, and velocity.

Arabic Sentiment Analysis,
Using machine learning/ deep learning techinques
2023 – 2023
Sentiment analysis, commonly referred to as opinion mining, is a natural language processing (NLP) methodology that uses computer techniques to examine and comprehend the sentiment or emotional tone indicated in the text, speech, or other types of natural language data. The goal of sentiment analysis is to automatically categorize a text's or speech's sentiment as either good or negative. We used several machine learning and deep learning techniques to compare the results.

MindMend : BCI-based Machine learning and Deep learning Algorithms for Stroke Rehabilitation, *Graduation Project*
2023 – 2024
MindMend aims to help subacute stroke patients rehabilitate and facilitate the recovery of movement in their limbs. It achieves that after the patient uses the system for a period, which helps the brain remember how to send the correct signals to the limbs and recollect the sensation of movement in each limb. Moreover, the proposed project is a set of user-friendly game environments that assists in body-part training and allows doctors to monitor the rehabilitation journey of the patient.

Publications

A comprehensive review on BCI-based machine and deep learning algorithms for stroke rehabilitation, *PeerJ*
2024
Our graduation project research paper was published by the esteemed organization PeerJ.

MindMend: BCI and Motor Imagery based Machine learning and Deep learning Algorithms for Stroke Rehabilitation,
Applied Sciences Journal
17/02/2024

AraSentiment:ArabicArabic Sentiment Analysis on Data using Machine Learning, and Transformers,
IEEE (https://ieeexplore.ieee.org/document/10278359/) ↗
27/09/2023
We published our project research paper, under the supervision of the university doctors to an esteemed organization IEEE.