Abdullah Amr

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# Summary

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| Computer Science student interested in learning about the whole stack. from transistors up to web dev/cloud.  but mainly I am focused on computer graphics programming. and Computer Vision. |

# Computer skills

## Languages

* C/C++ - including the STL, and eco-system
* Typescript/JavaScript
* Python

## Technologies

* Vulkan, DirectX12, WebGL
* NodeJS, ReactJS
* Pytorch

**Interests**

* Graphics Programming
* Computer Vision
* Deep learning

# Project

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| Realtime Renderer’s API abstraction – Renderer Hardware Interface (RHI) The goal RHI is to function as an abstraction layer between user’s applications, and graphics API. My goal with this project is to support (Vulkan, DirectX12, WebGPU) – Currently only Vulkan is supported  [GitHub Repo](https://github.com/AbdullahAmrSobh/Hazel/tree/Vulkan/Hazel/src/Hazel/RHI) |  |

# Education

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| HICIT at El-shoruck Academy Cairo, Shrouq city   * Bachelor in computer science | 2017 – 2021 |
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