

PROFESSIONAL SUMMARY

Senior Machine Learning Engineer with strong ownership in building and deploying **production-grade AI systems in healthcare and computer vision**. Expertise in **LLMs, deep learning, and end-to-end ML systems**, including architecture design, cloud deployment, monitoring, and cross-functional collaboration. Proven ability to translate research into scalable real-world products.

EXPERIENCE

•Machine Learning Engineer

Mar 2024 – Present

mDoc

Remote

- Led end-to-end development of an AI-powered health coach, owning system architecture, model development, real-world validation, and production deployment.
- Designed and evaluated **LLM-driven components**, applying prompt engineering, safety alignment, and iterative evaluation for clinically reliable behavior.
- Architected ML services and backend integrations, connecting LLM inference pipelines with user-facing applications.
- Deployed and operated scalable inference systems on **Google Cloud Platform (GCP)**, implementing monitoring, logging, and health dashboards.
- Collaborated with clinical, product, and engineering stakeholders; authored technical documentation covering architecture and deployment trade-offs.

•Machine Learning Engineer

May 2023 – Dec 2024

Zedzag

On-site

- Led a team of four engineers to deliver **HomeIoT**, a Flutter-based smart home management platform with Firebase Authentication and Cloud Firestore.
- Designed, trained, and deployed a **YOLO-based computer vision system**, integrating real-time inference into a mobile application.
- Owned the ML lifecycle from data preparation and training to deployment and optimization.

TECHNICAL SKILLS

- **Languages:** Python, C++, C#, PHP, Dart
- **ML & AI:** TensorFlow, Keras, Scikit-learn, YOLO, OpenCV, Pandas, NumPy
- **Cloud & MLOps:** GCP, AWS, Docker, Firebase
- **Frameworks:** Flutter, .NET
- **Databases:** MySQL, SQLite

PUBLICATIONS & TECHNICAL WRITING

- **From Benchmarks to the Real World: Why Healthcare AI Needs Real-World Data** *mDoc Blog*
- **The Use of Pose Estimation for Abnormal Behavior Analysis in Poultry Farms** *DOI*
- **BuckTracker: System For Multi Banknotes Tracking** *DOI*
- **Abnormal Behavior Analysis for Surveillance in Poultry Farms using Deep Learning** *IEEE Xplore*
- **Chicken Behavior Analysis for Surveillance in Poultry Farms** *Paper (PDF)*

PROFESSIONAL ACTIVITIES & SERVICE

- **Peer Reviewer** – IEEE & Springer Journals *Web of Science | ORCID*

SELECTED PROJECTS

•Abnormal Behavior Analysis for Poultry Farms

- Built a real-time computer vision monitoring system for poultry behavior, achieving **99.72%** precision in pose-based disease detection (YOLOv8) and up to **99.2%** precision in trajectory-based analysis (BI-LSTM / GRU).
- Tech: Python, YOLOv8, OpenCV, CNN, BI-LSTM, GRU.

•Statue Vision (AI-Powered Museum Guide)

GitHub

- Led development and deployment of a YOLO-based statue recognition system for museums.
- Integrated a Flask API with a Flutter mobile app to scan statues and retrieve historical details.
- Tech: Python, OpenCV, Flask, Firebase, Flutter.

•BuckTracker – Multi-Banknote Tracking System

GitHub

- Developed an AI-driven banknote tracking system using OCR and CNNs to detect and trace currency movements.
- Achieved **92%** accuracy in serial number recognition across USD, GBP, and EUR banknotes.
- Tech: Python, OpenCV, Tesseract OCR, TensorFlow, CNN, NumPy.

•HomeIoT – Smart Home Automation App

- Led development of a Flutter-based IoT app for creating homes/rooms and controlling smart lamps discovered on the local network.
- Implemented Firebase Authentication and Cloud Firestore for structured device and user data.
- Enabled real-time device control via network scanning, API requests, and MQTT communication.
- Tech: Flutter, Firebase, MQTT, Networking.

ACHIEVEMENTS

•First Place – 6th UGRF Special Edition	Nile University, Egypt	<i>Aug 2024</i>
•Finalist – Innov8 Hackathon	Bahrain	<i>2023</i>
•Best Paper Award – IMSA International Conference	IMSA	<i>2023</i>
•Finalist – Benha Hackathon	Benha University, Egypt	<i>2022</i>

EDUCATION

•Bachelor degree of Computer Science	<i>2019–2023</i>
<i>University of Greenwich</i>	CGPA: 3.6