

Ahmed Mohamed Hamdi

Mail: ahmed.moh.hamdi@gmail.com

Mobile: +20 155 832 9322

+20 109 559 9322

LinkedIn: www.linkedin.com/in/ahmed-moh-hamdi/

GitHub: www.github.com/AhmedHamdi101

Education

Faculty of Engineering — University of Alexandria, Alexandria, Egypt

Bachelor Degree in Computer Engineering

2016 - 2021

GPA: 3.15 / 4.00

College Saint Marc, Alexandria, Egypt

High School

2002 - 2016

Skills

Programming Languages

- Python (Mostly Used)
- C (Mostly Used)
- Java
- C#
- C++

Tools and Frameworks

- Tensorflow, Keras
- OpenCV
- Node.js, Express.js
- React.js

Projects

Generalized RGB based end-to-end Maneuvering Reinforcement Learning agent - Graduation Project

Our project consisted of two main phases, The Computer Vision Phase in which we used 2D object detection model YOLO V3 to detect all objects in front of the car and a self supervised mono-depth estimation to calculate the relative distances of the detected objects, The Reinforcement Phase, in which we take the data from the first phase in the form of a state for the RL agent, a Deep Q-learning Model, and calculate the best action for the given state.

Image Captioning using Attention Mechanism , python

Based on the published paper "Show,Attend and Tell: Neural Image Caption Generation with Visual Attention.

Implementation of multiple CNN models , python

Including VGG, Mobile, Resnet50, Inception V3 and Densenet 121 using Keras.

Object Localization with TensorFlow , python

A Guided project on Coursera where we create synthetic data for model training, create custom metrics and callbacks in Keras and create and train a multi output neural network to perform object localization

Operating System Implementations (Multiple ones) , C

As a part of the Operating System Implementation course, we implemented *Aging and Proportional sharing scheduler*, *Resource lock system*, *Process Communication by Messages system* and a *File System Manager* for the Xinu Operating System.

Implementation of a game called RISK , C#

A full game implementation with GUI and multiple AI agents playing as opponents .

Files Compression and Decompression , C#

Implementation of an application compressing and decompressing files using huffman code.

Paint Application , Java

Java-based paint-alike application where multiple design patterns and OOP concepts were applied.

Certificats

Artificial Intelligence Analyst 2020 - IBM Skill Academy , 2020

Summer training where we used the IBM Watson in multiple project varying from a chat bot to an image classifier. [Certificate link](#)

Fundamentals of reinforcement learning - University of Alberta, 2020

Course offered by university where some members of the Deep mind team explain the fundamentals behind the RL. [Certificate link](#)

Neural Networks and Deep Learning - Deeplearninig.ai, 2020

First of five courses specialization offered by deep.ai where it explain everything needed to be a deep learning engineer. [Certificate link](#)

Improving Deep Neural Networks: Hyperparameter Tuning, Regularization and Optimization - Deeplearninig.ai, 2021

Second of five courses specialization offered by deep.ai where it explain everything needed to be a deep learning engineer. [Certificate link](#)

Web Development Professional Track - Udacity., 2021

The professional track offered by the fwd initiation in collaboration with Udacity. [Certificate link](#)

Languages

- French
- English
- Arabic (Native)