Amr Mohammed

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SUMMARY

Aspiring Machine Learning Engineer with hands-on experience building real-world projects in recommendation systems, computer vision, and LLM-powered applications. Proficient in TensorFlow, PyTorch, and Scikit-learn, with practical exposure to deploying ML solutions using APIs and full-stack tools like Flask.

RELEVANT COURSEWORK

Elevvo | AI Internship

Jun 2024 - Present

- Develop machine learning models for tasks like regression, classification, and recommendation using real-world datasets from Kaggle and UCI.
- Apply deep learning techniques with TensorFlow and Keras, focusing on evaluation metrics, model tuning, and deployment readiness.

Mathematics for Machine Learning | DeepLearning.AI / Coursera

Aug 2023 - Feb 2024

• Applied linear algebra, calculus, and probability concepts to machine learning applications, resulting in enhanced understanding of principal component analysis, vector transformations, and optimization techniques

CS50's Introduction to Artificial Intelligence with Python | Harvard Course

Aug 2022 - Mar 2023

• Studied search algorithms, logic, probability, and machine learning. Created AI projects such as a Tic-Tac-Toe bot using Minimax, a logic puzzle solver, and a PageRank-based search engine.

CS50: Introduction to Computer Science | *Harvard Course*

Aug 2021 - Apr 2022

• Learned programming fundamentals using C and Python. Built projects including a finance web app using Flask and SQL, and a Breakout game using C and SDL.

PROJECT

AI-Powered Resume Builder

May 2025 - Present

- Develop a full-stack web app that transforms old resumes and LinkedIn/GitHub data into ATS-compliant CVs using the Gemini LLM API and NLP-based data extraction.
- Build an editor with real-time content editing and PDF export, leveraging Flask, PyMuPDF, and a modular architecture.

Local Product Finder (GP) | *TeamWork*

Jul 2024 - Jun 2025

• Created a mobile app that identifies products from images using MobileNet with 99% accuracy. Built a hybrid recommendation system combining content-based filtering (Sentence-BERT) and collaborative filtering (LightFM). The system suggests local alternatives when a non-local product is detected, improving over time based on user choices.

AlphaLearn Game | *TeamWork*

Jul 2024 - May 2025

• Developed a Unity game where difficulty adapts to player performance using reinforcement learning. Integrated an ONNX model that adjusts speed and obstacles in real-time based on player score.

EDUCATION

University of Ein Shams

Oct 2021 - Aug 2025

BSc., Computer Science

- Achievements: Cumulative Grade: B, GP: A
- Coursework: Introduction to Machine Learning, Data Science, Neural Network

Tiba International School

Sep 2017 - Jun 2020

High School Diploma (GPA: 3.95)Achievements: SAT: 1270, ACT: 31

SKILLS

- Programming Languages: Python, C++
- Machine Learning & AI: TensorFlow, PyTorch, Scikit-learn, ONNX, Reinforcement Learning, Computer Vision, MLOps
- Web & APIs: Flask, GitHub API, Gemini API
- Big Data & Analytics: PySpark, SQL
- Tools & Frameworks: Linux, OOP, Data Structures
- Core Abilities: English (Fluent), Problem-Solving