

Youssef George

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EDUCATION

Ain Shams Engineering, Faculty of Engineering ICHEP

Cairo, Egypt

Bachelor of Computer Engineering; Dual degree with UEL UK

Expected Graduation, July 2024

- **Concentrations:** Data Science
- **GPA:** 3.57/4.00
- **Related Coursework:** ML, DL, Computer Vision, Data Structures & Algorithms, Operating Systems

EXPERIENCE

Azdan

Remote - Part Time

Machine Learning Engineer

Feb 2024 - Present

- Utilizing LangChain, LlamaIndex to build a RAG chatbot to retrieve facts from MySQL database using LLMs.

Orange Egypt

Cairo, Egypt

Network Quality Analysis Intern

Sep 2023 – Oct 2023

- Automated failure detection of different network systems statistically.
- Cleaned 174 columns of 110,000 internet speed tests raw data.
- Built different machine learning classification models classifying whether a test is accountable.

Banque Misr

Cairo, Egypt

Data Science Intern

Sep 2023 – Oct 2023

- Built Box-Jenkins, holt-winter, and LSTM time series models to predict ATM upcoming 5 days withdrawals, and upcoming refill date and needed amount.
- Built, evaluated, and compared different machine learning models to identify defaulters for loan requests.
- Learnt about different banking systems, products, and services.

Paymob

Cairo, Egypt

Data Analysis Intern

Aug 2022 – Sep 2022

- Learnt CTEs, window functions, temporary functions and more in SQL.
- Solved 9 case studies using SQL to clean data and generate reports.
- Created 5 dynamic interactive dashboards using Excel to summarize and analyze large transactional datasets.

PROJECTS

Multi Camera Players Tracking and Analysis System

Python | PyTorch | OpenCV

- A 5 modules system that tracks football players in a match across 2 cameras; computer vision and deep learning.
- Implemented the visual tracker module using an Autoencoder to efficiently mask and track each player.
- Integrated the 5 modules into a multithreaded system that efficiently manages memory and CPU resources.
- Collaborated with **KoraStats** as a project sponsor to ensure alignment with industry needs.

Online Car Racing Game with a Distributed Database

Sockets | AWS | Unity | MongoDB

- Implemented 2 multithreaded servers that allow parallel rooms where each 2-4 players can join a racing game.
- Built and deployed a homogeneous, distributed MongoDB database cluster across 4 AWS servers.
- Created a user-friendly 3D car racing game using Unity and C++ that can be switched to 2D.

CERTIFICATIONS

Deep Learning Specialization – DeepLearning.AI

Mar 2023 – Jul 2023

- Learnt how to build and train deep NN, CNN, and RNN in addition to identifying each architecture parameters.
- Used TensorFlow to implement character recognition, NLP, and word embedding applications.

Google Data Analytics Professional Certificate – Coursera

Feb 2022 – Mar 2022

- Learnt and applied cleaning and organizing data for analysis using spreadsheets, SQL, and R programming.
- Visualized and presented analysis findings in dashboards, presentations in Excel, PowerPoint, Tableau.

SKILLS

Languages: Python, C/C++, SQL, Java, Dart, MATLAB

Tools: PyTorch, TensorFlow, OpenCV, LangChain, LlamaIndex, Git/GitHub, MongoDB, Firebase, LaTeX, AWS, JIRA