Abanoub Nassif

ASU - Computer Science Student

Birth Date: 10/02/2005

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SUMMARY

Ambitious ASU - Computer Science student with a strong interest in machine learning (ML) and artificial intelligence (AI). Completed hands-on training in machine learning. Excited to apply my technical skills in ML and AI to contribute to innovative projects.

EDUCATION

Level 2 Computer and Information Sciences Student.   (**Ain Shams University • Cairo, Egypt • Expected graduation 2027**)

SKILLS

- **Technical Skills:**
    - **Web Development: Flask, HTML, CSS, JavaScript (Basics), SQLite**
    - **OS: Linux, Windows**
    - **Mobile Development: Flutter**
    - **Version Control: Git, GitHub**
    - **Machine Learning**
    - **Programming Languages: Python, C++, SQL**
    - **Core Concepts: Data Structures, OOP, Algorithms**
- **Soft Skills:**
    - **Problem Solving**
    - **Codeforces Handle: "Bebo"**
    - **Team Collaboration**

PROJECTS

AmeshUSA Website Development: (**free lancing • 2024**)

- Developed a Commercial website with Html, CSS, JavaScript.

- Developed a fully functional website for Ameshusa, implementing front-end features and ensuring responsive design for optimal user experience.

- Website Link: https://ameshusa.com/ or Search for **ameshusa**

Secure Library (IBMA):   (**Summer training competition • 2024**)

• Developed a secure web-based library management system using Flask and SQLite.

• Integrated security measures to protect against common web vulnerabilities such as SQL Injection, Cross-Site Scripting (XSS), and Server-Side Request Forgery (SSRF).

• Implemented user authentication and authorization mechanisms for secure access to resources.

• Focused on creating a user-friendly interface with improved security to manage books, users, and borrowing activities. Applied best practices in secure coding and web security learned during summer training at Cyberus, Ain Shams University.

• won the competition with **Second Place**,

• Repos Link: https://github.com/Ahmedkhalilmo/secure-library-IBMA

Water potability prediction: **(Summer training competition • 2024)**

- Collaborated with a team to develop machine learning model that predict water potability according to some features like ph.
- After analysis found that the data was randomly generated, so the challenge was getting high accuracy using only random and normal distributed features, got 85% accuracy and finished the competition in the **Top 10**.
- Repos Link: water potability | data analysis-model training85%

Icy Tower Game (Gen_59):   **(Structured Programming project • 2024)**

- Collaborated with a team to develop a game as part of a structured programming course.
- **Technologies Used**: C++, Git, SFML.
- won the competition with **First Place**,
- Repos link : https://github.com/hussein145/SP-Project.git

COURSEWORK

Supervised Machine Learning: Regression and Classification   **(Completed)**   **(Coursera • 2024)**
Exploratory Data Analysis for Machine Learning   **(In Progress)**   **(Coursera • 2024)**

Activities

ACMASCIS: trainee

Languages

- **Arabic** (native)
- **English** (good)