

MOSTAFA HANY

mstfa.hanyy@gmail.com | +201028322108 | Giza, Egypt

[Portfolio](#) | [Linkedin](#) | [GitHub](#)

EXPERIENCE

Atomica AI | Software Engineer

Giza, Egypt | Sep 2024 - Present

Unify | Software Engineer

Remote | Aug 2022 - Jan 2024

- Led the testing team.
- Designed and implemented a proof of concept for a source-to-source transpiler to convert code between different deep learning frameworks, e.g., TensorFlow to PyTorch.
- Redesigning the testing framework to enhance modularity and readability, achieving a 50% reduction in code size and making the code multi-processing friendly.
- Designed and implemented functionality to support importing multiple instances of the framework with different backends at runtime, reducing the average test runtime from 120 seconds to 10 seconds.
- Designed and implemented an API backend generation feature using Python's AST (Abstract Syntax Trees), allowing developers to generate a new API backend with only a few lines of configuration.
- Extended the integration of fuzzy testing (Hypothesis) in the testing framework to specifically meet our requirements with less runtime overhead and reduced code.
- Extended and maintained the Ivy framework support on Windows.
- Added support for GPU testing in the testing framework.

PUBLICATIONS

Accelerating Deep Learning using Ivy | [Link](#)

NeurIPS, 2023

Guillermo Sanchez-Brizuela, Ved Patwardhan, Matthew Barrett, Paul Anderson, **Mustafa Hani**, Daniel Lenton.

RELATED SKILLS

Programming Languages: C++, C, GLSL, Python, Lua, Bash

Libraries / Frameworks: OpenGL, ImGui, Assimp, GLM, GLFW, SDL, Unity

Tools / Platforms: RenderDoc, CMake, Premake, Docker, git, gdb

EDUCATION

Faculty of Computers & Artificial Intelligence - Cairo University

Giza, Egypt

Bachelor of Science Degree in Computer Science - Artificial Intelligence Major

Sep 2024

PERSONAL PROJECTS

Software Raytracer | [Link](#)

C++, Lua C API, STB, Premake

Cross-platform software raytracer from scratch in C++. Supports lighting, shadows and reflections.

Embedded Lua C API for scene configuration using Lua file.

3D Renderer (Aker) | [Link](#)

C++, OpenGL, ImGui, Assimp, SDL, CMake

Cross-platform 3D renderer with OpenGL. Supports lighting, shadows, and model loading. Full scene editor with ImGui.

CS:GO Object Detection | [Link](#)

Python, YoloV5, PyTorch, OpenCV

Detecting CS:GO objects using YOLOv5 with a custom OpenCV annotation script.

The Office (Game) | [Link](#)

C#, Unity

Brackey's Game Jam 2021 submission. Built with Unity in 6 days.

CERTIFICATIONS

- **Fundamentals of Deep Learning workshop** - NVIDIA DLI
- **Machine Learning Cross-Skilling Nanodegree Program** - Udacity