

# MOSTAFA HANY

Software Engineer

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**Portfolio** | **Linkedin** | **GitHub**

## EXPERIENCE

### Unify | Lead Software Engineer

Remote | Ocotober / 2022 - January / 2024

- Testing Team Lead
- Refactored the testing framework to enhance modularity and readability, achieving a 50% reduction in code size.
- Implemented functionality to support multiple instances of the framework, resulting in reduced testing time.
- Optimized testing runtime by up to 4x
- Conducted over 30 technical interviews

### Unify | Software Engineer Internship

Remote | August / 2022 - October / 2022

- Core contributor of Ivy framework

## PUBLICATIONS

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

NeurIPS, 2023

*Guillermo Sanchez-Brizuela, Ved Patwardhan, Matthew Barrett, Paul Anderson, **Mostafa Hany**, Daniel lenton.*

## RELATED SKILLS

Programming Languages: C++, C, GLSL, Python, Lua  
Libraries / Frameworks: OpenGL, ImGUI, Assimp, GLFW, SDL  
Tools / Platforms: RenderDoc, CMake, Premake, Docker, Git, Neovim

## EDUCATION

**Faculty of Computers & Artificial Intelligence - Cairo University**  
Artificial Intelligence Bachelor's

Giza, Egypt  
August 2018 - August 2024

## PROJECTS / OPEN-SOURCE

### Aker | [Link](#)

C++, OpenGL, ImGui, Assimp, SDL

3D renderer with OpenGL, supporting lighting, shadows, and model loading. Scene editor via ImGUI.

### Software Raytracer | [Link](#)

C++, Lua C API

Software raytracer from scratch. Scene configuration using Lua C API.

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

Python, YoloV5, 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

### BingoBango (Game) | [Link](#)

C#, Unity, Steamworks SDK

Platformer game published on Steam

## CERTIFICATIONS

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