

# MOSTAFA HANY

Software Engineer

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

## EXPERIENCE

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### Unify | Lead Software Engineer

Remote | Ocotober / 2022 - January / 2024

- Testing Team Lead
- Maintained the testing framework
- Integrated and extended testing framework with Hypothesis library
- Optimized testing runtime by up to 4x
- Conducted interviews
- Implemented core functionality to allow multiple instances of the framework at runtime

### Unify | Software Engineer Internship

Remote | August / 2022 - October / 2022

- Placeholder

## PUBLICATIONS

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

NeurIPS, 2023

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

## SKILLS

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

## EDUCATION

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

Giza, Egypt  
August 2018 - August 2024

## PROJECTS / OPEN-SOURCE

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### 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