

PETER ATEF

Software Engineer

Giza, Egypt

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Education

Cairo University

Bachelor of Computer Engineering, **GPA: 3.5 of 4**

Sep. 2019 – Present

Graduation Year: 2024

Technical Skills

Programming Languages: C++, Python, JavaScript, C, Dart,
Mobile development: Flutter, React-Native.
Data Analysis: NumPy, Pandas, Matplotlib, OpenCV, Scikit-learn
Databases: MySQL.
Others: Microsoft Office, MATLAB, Github, Linux

Relevant Courses

- OOP
- Data Structures
- Algorithms
- Database
- Probability and Statistics
- Discrete Math
- Image Processing
- Computer Architecture
- Machine Learning
- Operating systems
- Computer Graphics
- Problem-Solving
- Agile methodology (Scrum)
- Flutter

Experience

Code Clause

Flutter Internship

06/2023 - 07/2023

remote

- Implementing Sticky Notes App.
- Implementing Calculator Application.
- Implementing Extract Audio from Video app.
- Implementing Scientific Calculator Application.
- All previous projects are still in progress.

NVIDIA

Machine learning workshop

2022

remote

- Learning Fundamentals of Deep from engineers working at NVIDIA by applying on the supervised learning's pipeline using NVIDIA GPUs.
- NVIDIA DLI Certificate for the successful completion of Fundamentals of Deep Learning. **Certificate Link**

ITI Egypt

React-Native Summer Training

09/2022 - 10/2022

remote

- Learning React-Native fundamentals: dealing with mobile UI, Context, Redux
- Building Todo app. **Project Link**
- Building e-commerce system. **Project Link**
- **Certificate Link**

ITI Egypt

AI Summer Training

08/2022 - 09/2022

remote

- Learning Linear algebra fundamentals.
- Learning Probability fundamentals.
- Learning Machine-learning fundamentals .
- Learning deep learning basics.
- **Certificate Link**

The National Telecommunication Institute (NIT)

AI Summer Training

07/2021 - 08/2021

remote

- Learning data analysis using Python using Numpy, Pandas, and Matplotlib
- Learning how to deal with supervised learning models.
- **Certificate Link**

Machine Learning Projects

Virtual Calculator | *Image processing, OpenCV, machine learning, Python, Threading* [Project Link](#)

- Machine learning project to build a hand-detection project to detect the numbers and the arithmetic operations..
- We used SVM as a machine learning model and we got an accuracy of 90 percent.
- **My Role:** pre-processing "image enhancements", Accuracy Calculations

Hand Gesture Recognition | *Image processing, OpenCV, machine learning, Python* [Project Link](#)

- A machine learning model to detect the numbers constructed with a hand with pre-processing on the image to enhance the accuracy which is the most challenging part because the data set is so noisy. The pre-processing part is to extract the hand from the image with maximum accuracy. In the feature extraction part, we use HOG and LBP. Also, we use PCA for feature extraction. We use SVM as our machine learning model.
- **My Role:** pre-processing which includes extracting the hand from the image using GMM and K-means. Also, I implemented the LBP algorithm in the feature extraction module.

Color detector | *Pandas, OpenCV, Python.* [Project Link](#)

- I built a color detector for videos and images program using OpenCV and Pandas.

Software Development Projects

Reddit Clone | *Flutter, Dart, Bloc, Agile, Github* [Project Link](#)

- Participated in developing the front end of a mobile application for Android using Dart and the Flutter framework.
- We were a team of 25 members containing backend, cross-platform, and DevOps sub-teams.
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.
- **My Role:** System Authentication, Searching module, Setting, Unit testing
- Skills: Responsive Mobile app and website - Bloc Design Pattern- Unit Testing - Teamwork.

E-Commerce System | *React-Native, JS, Context, Redux, Axios, Async-Storage, Github, Expo* [Project Link](#)

- I built an online Store that gets the product using API and gives you the option to add and remove them to your cart to buy them.

Search Engine | *Java, OOP, Data Structures, Threading, MongoDB* [Project Link](#)

- Build a Search Engine using mainly three components Crawler, Indexer, and Ranker.
- **My Role:** I worked on the Indexer which is a pre-processing before storing the data in the DB, and I participated in building the website.
- we got first place among all teams in this project because of the high performance of the code and how it manages the resources.

Hospital management | *C-sharp, SQL, MySQL, Database* [Project Link](#)

- Building a Hospital Windows application system.
- System capabilities: Handle multi-users, Handle the privileges of each user, Make appointments for the patient, and Keep track of the patient's medical history.
- **My Role:** I participated in building the DB scheme, I built screens like doctor, nurse, and patient screens.

Logic Simulator | *C++, OOP, Data Structure* [Project Link](#)

- Built the application mainly for designing and simulating circuits, as well as saving, copying, cutting, pasting, restoring, undoing, and redoing actions.
- Dealt with several object-oriented programming (OOP) concepts, including polymorphism, inheritance, abstraction, and encapsulation.

Game Engine | *C++, OpenGL, GLSL, CMake* [Project Link](#)

- Phase 1: Building a game engine using C++.
- Phase 2: Using the game engine to implement in a real game.
- **My Role:** I participated in building the search engine with my team which was a challenging task for us because we were implementing everything from scratch. Also, I build the lighting system in the game to control the game lights and finally, I participated in designing and implementing the game's main logic.

Other Projects

OS scheduler | *C, Linux, Algorithms, Data Structure*

Project Link

- Utilized an operating system scheduler and Memory Management that scheduled different processes using the Shortest Remaining Time Next (SRTN), Highest Priority First (HPF), and Round Robin algorithms.
- My Role:** I was the team leader of this project. I was responsible for building the structure of the project and implementing HPF and RR algorithms.

Five-stages-RISC-Pipelined-processor | *Computer Architecture, Verilog, Problem Solving*

Project Link

- Simulation to Processor Hardware using Verilog program and Model-Sim.
- My Role:** I was the team leader for this project - I designed the interface between different modules and how they will communicate with each other- I designed the instruction set - I built the decode stage in the project - I participated in building the core module that handles the interactions with different modules.

Honors / Awards

Orange Digital Center (ODC)

summer 2022

Certificate Link

Project Link

- I got a fourth place over about 50 other students in the Competitive Programming Hackathon by Orange Digital Center in C++.
- The competition was on a website called Coding Game on a game called Spider Attack.

Cairo University: Faculty of Engineering

Spring 2023

Certificate Link

Project Link

- My team and I got first place in Maze solving competition and second place in the line follower competition.
- The first competition was to build a car that follows the track line in minimum time and the second competition was to use the car to solve a maze in minimum time using the shortest route.

My Role: I participated in building an Android native mobile application using Java to send a signal to the car representing the speed level of the car. The app was required to send a high-speed signal to the car whenever there is a straight line and a low-speed signal whenever there is a curve.

Technology used: Java, OpenCV, Image Processing

Certificates (*Link*)

Flutter Course on Udemy

2022

72 hour course

Certificate Link

Python Course on Mahra-Tech

2023

Online Course

Certificate Link

Web development basics on Udacity

February 2022

Certificate Link