EDUCATION

- **PhD in Mathematics** (August 2022 Ongoing), University of Colorado Boulder
- MA in Mathematics (August 2021 August 2022), University of Colorado Boulder
 - Master's Thesis title: Factorization Algebras from the Deformation Point of View
 - Advisor: Prof. Markus J Pflaum
- BA in Mathematics (August 2017 May 2021), University of Colorado Boulder
 - o **Minors:** Physics and Philosophy
- Relevant Coursework: Quantum Information, Complexity Theory, Big Data, Theoretical Machine Learning, Numerical Analysis, Algorithms, Data Structures, Machine Learning for Linguists, Probabilistic Models, Principles of Programming Languages, Mathematical Statistics, Measure-Theoretic Probability

SKILLS

- Programming:
 - C++, Python, Keras TensorFlow, Javascript, Flask, HTML, CSS, SQL, Git, Docker, Heroku, NumPy, SciPy
- Data Science:
 - Reinforcement Learning, Convolutional Neural Networks, Computer Vision,, Bayesian Statistics, Theoretical Machine Learning

WORK EXPERIENCE

- Software Consultant (December 2024 February 2025), Vincere Systems, LLC:
 - Developed computer vision models for virtual hockey training products
- Instructor (August 2022 -Ongoing), University of Colorado Boulder
 - o Instructed college Calculus 1 Fall 2023, Summer 2024, and Fall 2024
 - Set up an environment that is suited for the diverse identities and diverse learning styles
 - Sought ideas from other instructors and pedagogy literature to further develop my skills

PUBLICATIONS

- Ezzeddine El Sai, Parker Gara, Markus Pflaum, *Algebraic Machine Learning with an Application to Chemistry*. Foundations of Data Science (2024). **arXiv:2205.05795**
 - Developed a new Bayesian optimization algorithm to study chemical data using ideas from algebraic geometry
- Guofeng Deng, Ezzeddine El Sai, Trevor Manders, Peter Mayr, Poramate Nakkirt, Athena Sparks, Sandwiches for Promise Constraint Satisfaction. Algebra Universalis (2021). arXiv:2003.07487
 - o A new result connected to algebra and theoretical computer science

PROJECTS

- AlphaCheck:
 - Checkers AI engine based on Google Brain's AlphaZero algorithm. It consists of a front-end Javascript UI, a backend Flask SocketIO server modeling the game, and a Flask server delivering the AI moves based on TensorFlow Keras. Training involved self-play using Monte Carlo Tree Search.
 - Find more information here: github.com/EzzeddineSai/AlphaCheck_frontend

TALKS

- QFT and Yang-Mills Theory:
 - A talk for the mathematical physics seminar at the University of Colorado Boulder: voutube.com/watch?v=9pKtzBOCZX0