**Hassan Hamed Zoghly**

**Data Scientist**

**El Mansoura, Ad Daqahliyah, Egypt**  **+20 102 983 0121**  [](mailto:hassanzogly@gmail.com) [**hassanzogly@gmail.com**](mailto:hassanzogly@gmail.com) [](https://www.linkedin.com/in/hassan-zoghly) [**LinkedIn**](http://www.linkedin.com/in/hassan-zoghly) [](https://github.com/HassanZoghly) [**GitHub**](https://github.com/HassanZoghly)

**Summary**

Currently pursuing a Bachelor of Science in Artificial Intelligence with a focus on Data Science. Passionate and ambitious about the future of Artificial Intelligence. Aiming to apply AI technologies to solve real-world problems. Focusing on developing skills in Large Language Models (LLMs) to contribute meaningfully to impactful, data-driven solutions.

**Objective**

Motivated data science professional with hands-on experience in Machine Learning, Computer Vision, Natural Language Processing, and Time Series Analysis. Eager to contribute to a dynamic and innovative team where I can apply my skills, continue learning, and deliver impactful data-driven solutions.

**Education**

Bachelor of Science in Artificial Intelligence, Data Science Oct 2022 – Present

Faculty of Artificial Intelligence, Menoufia University, Egypt

GPA: 3.4

**Skills**

Python | Statistics | Machine Learning | Deep Learning (PyTorch) | Computer Vision (OpenCV) | Natural Language Processing (NLP) | Time Series Analysis | Power BI | Excel | SQL | Big Data | Linux | Web Scraping | Streamlit

**Projects**

[**Sports Popularity Analysis with Web Scraping**](https://github.com/HassanZoghly/Sports-Popularity-TimeSeries) May 2025

* Analyzed global interest in sports using scraped data from Google Trends and YouTube views.
* Automated data collection using requests, BeautifulSoup, and API access.

[**DQN Agent for 2048 Game (Reinforcement Learning)**](https://github.com/HassanZoghly/2048-Game-Project-main/tree/main) May 2025

* Built and trained a Deep Q-Learning agent to learn strategies for playing the 2048 puzzle game.
* Used PyTorch to develop the DQN model and tracked performance across episodes.

[**Auto-correct System using NLP & Edit Distance**](https://github.com/HassanZoghly/NLP-Autocorrection) May 2025

* Developed a spelling correction system like Google’s “Did you mean...?”
* Applied NLP preprocessing, tokenization, and edit distance algorithms.
* Designed dictionary-based suggestions with ranked probability corrections.

[**Detecting Traffic signs for** GTSRB](https://github.com/HassanZoghly/CV-traffic-signs) Dec 2023

* Built a convolutional neural network (CNN) to classify traffic signs from the German Traffic Sign Recognition Benchmark (GTSRB) dataset.
* Applied data preprocessing, normalization, and image augmentation to improve model generalization.
* Trained and evaluated the model using TensorFlow/Keras, achieving high classification accuracy.

I'm Hassan Zoghly. My passion for artificial intelligence began in college, which led me to develop expertise in machine learning and deep learning,

opening the door to advanced work in natural language processing and computer vision.

I have built projects such as an Auto-Correct System using NLP, and a Deep Q-Network (DQN) agent for playing the 2048 game using reinforcement learning.

I aim to apply AI technologies to solve real-world problems, and my skills and motivation help me create innovative solutions that make a real difference.