

Ijtihed Kilani

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EDUCATION

Aalto University

Major in Computational Engineering, School of Engineering

Espoo, Finland

May 2024 – Present

TECHNICAL SKILLS

Languages: Python, C#, Dart, HTML, CSS, JS

Developer Tools: Visual Studio, Unity, PyCharm, Git, LaTeX

EXPERIENCE

Research Assistant

Dec 2022 – May 2024

King Abdulaziz University, Biotechnology & Computational Genomics (Genetics Study)

Jeddah, Saudi Arabia

- Led the writing of 2 publications, performed literature reviews & managed journal responses for publications
- Analyzed & visualized 1,000+ patient genetic data using Python, achieving a 95% accuracy rate in P-test interpretations
- Mentored 5 junior team members, taught them documentation & citation methods

Founder

Jul 2023 – Aug 2023

Kilanos Studio, Game & Software Development

- Published 2 games, & 1 app, working on 2 more games & 2 more apps using C# & .NET (Unity for Game Development), & Flutter/Dart (For Software)
- Worked with 5+ developers & 6 different artists

Selected Research Scholar

Jul 2023 – Aug 2023

23rd Summer Research School in Mathematics & Informatics, Computer Science & Applied Math

- Led the writing & formatting of a published preprint (Under Dr. Stanislav Harizanov) that applied informatics concepts to solve International Math Olympiad problems
- Delivered compelling presentations on the research findings to a diverse academic audience of 30+ academics, including multiple PhDs
- Continued work after the period ended, still finishing it.

PROJECTS

Maze Maverick | C# (.NET), Unity,

- Published a 3D recreation of "Pacman" on Steam, featuring on 10+ websites & achieving 200+ wishlists with earnings around \$100
- Released an update to address play tester feedback and bug fixes
- Experienced significant data loss during development, underscoring the importance of regular backups

The Holy Quran without Net | Flutter, Dart, Google Play Dev Console, Git

- Supervised & designed the main algorithm for a Quran app, featuring realistic scrolling image generation
- Worked on frontend using Figma

Personal Portfolio | HTML, JavaScript, CSS, Git

- Developed a personal portfolio website showcasing projects, resume, and contact info
- Project made available open-source on GitHub, & open for any changes

Aqua Bot - WIP | Python (discord.py), Git

- Developing a general-purpose Discord bot, with capabilities including joining voice channels, chat responses, & music playback (using youtube search)
- Aiming to expand bot functionalities & adoption across multiple servers

Most Circular Country (Algorithm) | Python, geopandas, matplotlib.pyplot, shapely, Git

- Created an algorithm to calculate the most circular countries based on geometric deviation
- Inspired by how "easy" it would be to fully delete a country from the map by one single nuclear bomb