IJTIHED KILANI

Personal Website · LinkedIn · ResearchGate · Google Scholar Profile

EDUCATION

Bachelor of Science (Technology), Computational Engineering
Aalto University, School of Engineering   August 2024 – Currently

SKILLS

Development Tools	Visual Studio, Unity, Github Desktop, Pycharm, Git,
Documentation Tools	Mendeley, Zotero, Overleaf, Microsoft Word/Excel, Obsidian, LaTex
Languages	Python, C#, JS, Flutter, C++ (Beginner)

EXPERIENCE

Research Assistant   Dec 2022 - May 2024
King Abdulaziz University, *Biotechnology & Computational Genomics (Genetics Study)*   *Jeddah, Saudi Arabia*

- Analyzed, visualized & interpreted (P-test) over 1000+ patient test results and contributed to writing and formatting for articles.
- Performed literature reviews, led the writing of 2 publications, and managed journal responses for publications.
- Mentored 5 junior team members, enhancing team productivity and research output.

Selected Research Scholar   Jul 2023 - Aug 2023
23rd Summer Research School in Mathematics and Informatics, *Computer Science & Applied Math*

- Led the writing and formatting of a 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+ scholars, including PhDs.

PROJECTS

Using Informatics Concepts in Solving Mathematics Olympiad Questions; Led the writing and theoretical framework of a preprint addressing the Japanese Triangle Problem with Dynamic Programming, Graph Theory, & Heuristic Search.

Comparative Study of Complete Blood Count Between High-Altitude and Sea-Level Residents; Co-authored a published study analyzing hematological differences due to altitude variations.

Single Nucleotide Polymorphisms in HIF-1A, VEGFa, & VHL Genes; Contributed to a review on genetic adaptations in high-altitude residents versus sea-level residents.

Maze Maverick; Worked on & published a 3D recreation of "Pacman" with Unity's Native Editor, C# (.NET & Unity) and blender with another dev.

"The Holy Quran without Net"; Supervised development & published Quran app (religious scripture) on Google play store with Flutter and Google Play Dev Console.

Aqua Bot - WIP; Developing a general purpose using Python (discord.py) library.

ACHIEVEMENTS

- Published Research in "Cureus" (1.2 IF) & "Advancements in Life Sciences" (Q3) - 2023, 2024
- World Robotics Olympiad; 2nd & 9th Place Nationally - 2022
- Supervised AI Olympiad participants; 1st & 2nd & 3rd Nationally (out of 280,000 students) - 2023