Karim Elbishouty

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in Karim Elbishouty

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○ KarimE92

PROFILE

A fresh graduate from the University of Nottingham with a passion for Artificial Intelligence. With a strong background in multiple different programming languages across multiple different fields in computer science, I am looking for a role where I can grow and learn from experienced team members while utilizing my experience from my previous projects.

EDUCATION

University of Nottingham   Sep 2020 – Jul 2023
Bachelor of Science with Honours in Computer Science with Artificial Intelligence

LANGUAGES

English   ● ● ● ● ●   **Arabic**   ● ● ● ● ●
Fluent   *Native Speaker*

SKILLS

Programming Languages *(Python, C, Java, C#, SQL, PL/SQL, HTML, CSS, Javascript, Haskell)*

Programming Skills *(Machine Learning, Reinforcement Learning, Autonomous Robotic Systems, Debugging and Software Maintenance, Optimization, Algorithms, Data Structures, Web Development)*

Tools *(Git, Matlab, Visual, Studio Code, Visual Studio, MySQL, Unity, PyGame, VMWare Workstation, Discord API)*

Other Skills *(Leadership, Communication, Teamwork, Critical Thinking, Problem Solving, Remote Work)*

PROFESSIONAL EXPERIENCE

EgabiFSI 🔗   Jul 2022 – Aug 2022
Consulting Department Summer Internship Program   7 Al Khalili, Sheraton, Egypt
  - Learned PL/SQL in order to create and manipulate databases.
  - Used PL/SQL and virtual machine software to set up a database server using Oracle Linux.
  - Proactively worked together in a team to produce desirable results.

PROJECTS

Portfolio Website   Nov 2023 – Dec 2023
  - Used HTML, CSS, and Javascript to code a website to showcase my portfolio.
  - Ensured compatibility between both PC and Mobile versions of the website
  - Added a "Contact Me" section which is linked to a Google Sheets document so people can contact me through the website.
  - Hosted the website online.

Procedural Generation in Video Games using Machine Learning   Sep 2022 – May 2023
  - Created an artificial neural network capable of generating levels based on sufficient training data.
  - Coded a simple procedural generation method in C# for generating levels and terrain.
  - Generated training data by using the simple procedural generation method to continuously generate levels.
  - Created a simple two dimensional platformer game in Unity.

Analysing the Difference in Performance between Reinforcement Learning and Heuristic Solutions to   Mar 2023 – May 2023
Simple Games
  - Created 2 simple games, Snake and Tetris, in Python using PyGame.
  - Coded a heuristic agent to solve both Snake and Tetris.
  - Used QLearning to code a reinforcement learning agent to solve both Snake and Tetris.
  - Compared both agents to one another to discover which is more efficient.

Tree-Based Discretization for Reinforcement Learning   Oct 2022 – Dec 2022
  - Wrote a conference paper on Tree-Based Discretization for Continuous State Spaces for Reinforcement Learning.
  - Used the Continuous U-Tree Algorithm as well as the Kolmogorov-Smirnov test to discretize the state spaces for various OpenAIGym environments.
  - Compared the performance of the Continuous U-Tree Algorithm to QLearning and Monte Carlo methods for reinforcement learning.

Chatbot with Emotion Detection   Sep 2021 – Apr 2022
  - Collaborated with 5 other programmers to develop a chatbot capable of recognizing the user's emotion throughout a conversation.
  - Led weekly meetings to check up on team progress and set realistic goals accordingly.
  - Worked in Python to implement chatbot's user responses.