

MOHAMED KHALED SOFFAR

Computer Engineering Student

AI MINOR

CONTACT

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 Alexandria, Egypt

EDUCATION

University

2020-

Alexandria University Faculty of
Engineering

2006-2020

Future International School

AWARDS & CERTIFICATIONS

- Specialized Machine Learning by deeplearning.ai [Andrew NG]
- Machine Learning [IBM Coursera]
- AMIT AI Course
- Coach Academy Problem Solving

SOFT SKILLS

- Problem Solving
- Communication skills
- Team collaboration
- Time Management
- Work Ethic
- Creative
- Self Study

PROFILE

Motivated and results-driven Computer Engineering student with a specialization in Artificial Intelligence and Machine Learning, holding a cumulative GPA of 3.82. Proven ability to develop and implement machine learning models to solve complex problems. Experienced in collaborative projects and eager to tackle new challenges in the AI field. Skilled in Python, TensorFlow, and data analysis with a strong foundation in algorithms and data structures. Passionate about leveraging technology to drive innovation and eager to contribute to impactful AI projects.

EXPERIENCE

TRAINEE

WE

June 2023-August 2023

- Project Focus: Worked on AI initiatives with a focus on machine learning and deep learning applications.
- Machine Learning: Developed and implemented machine learning models to analyze and interpret complex datasets, improving predictive accuracy for various applications.
- Deep Learning: Assisted in designing and training deep learning models using frameworks like TensorFlow and Keras to solve image and text classification problems.
- Collaboration: Collaborated with a team of data scientists and engineers, contributing to the development and optimization of AI solutions.
- Technical Skills: Enhanced proficiency in Python, TensorFlow, Keras, and data preprocessing techniques.

SKILLS

- Python
- C
- C++
- Java
- Embedded C
- MATLAB
- PHP
- MySQL
- Data Structure & Algorithms

PROJECTS

- Restaurant System Website:

Developed as the final project for Software Engineering Project using PHP, MYSQL, HTML and CSS.

- Sudoko Solver using RL:

Created a Sudoku solver using reinforcement learning principles and CSP techniques to efficiently solve puzzles.

- Circus of Plates:

Designed and developed a game as a final project for a programming course. Implemented game mechanics, user interface, and scoring system using JAVA.

- Cancer Detection:

Built a machine learning model to detect cancerous cells by applying clustering algorithms to medical data, improving early detection accuracy.

- Part-of-Speech (POS) Tagging in NLP:

Developed a POS tagging system for text data as part of an NLP course. Enhanced text processing and understanding through accurate tagging.

- Neural Machine Translation in NLP:

Built a neural machine translation system to translate text between languages. Implemented and fine-tuned neural network models for improved translation accuracy.

TRAINEE

August 2023 - September 2023

University of Alexandria Faculty of Engineering

- Project Focus: Specialized in implementing machine learning models on mobile devices using Android.
- Android Development: Worked extensively with Android Studio to develop and deploy machine learning applications.
- Model Integration: Integrated machine learning models into Android apps to perform tasks such as image recognition and data analysis.
- Optimization: Optimized models for mobile performance, ensuring efficient use of resources and battery life.
- Technical Skills: Gained proficiency in Java, Android SDK, TensorFlow Lite, and other relevant tools.