MICHAEL NAGUIB

Computer Science & Mathematics

Personal Info

Address 400 S. Forest Ridge Blvd Broken Arrow, OK, 74104

Phone 919-710-9686

E-mails min0302@utulsa.edu 1Michael.Naguib@gmail.com

Website https://Michael-Naguib.github.io

Github Profile https://Github.com/Michael-Naguib

Programming Languages

Proficiency Ranked Descending:
Python Java LaTeX JSX JS
HTML CSS SQL

Familiarity Ranked Descending: C C++ Assembly R

Technical Skills

Version Control Numpy Anaconda CUDA TensorFlow Keras

Soft Skills

Written & Verbal Communication Detailed Analytical Strong Organizational Personal Integrity

Experience

Tulsa Undergraduate Research Challenge (TURC)

- Undergraduate Research & Teaching Assistant Summer 2019-Present.
- Worked under Dr. Sandip Sen.
- Coauthored <u>Motivation and Design of the Conversational</u> <u>Components of DraftAgent for Human-Agent Negotiation</u> the runner up for the Human Agent League ANAC 2020.
- Designed and taught labs for a Java based Introduction to Computer Science Course (CS-1043).

St. Philip Neri Catholic Newman Center at The University of Tulsa

- President of Newman Men's Group
 Spring 2019-2020
- Managed logistics and planning for events in which men could grow in faith & fraternity.
- Secured funding for events.

Education

The University of Tulsa

May 2022 (Expected)

- GPA: 3.8/4.0 Dean's List (5/5 Semesters Completed)
- B.S. Computer Science & B.S. Mathematics
- 800 South Tucker Drive, Tulsa, OK 74104

St. Thomas More Academy May 2018

- GPA: 3.67/4.0 SAT: 1360
- Recipient of the Caritas Award
- 3109 Spring Forest Rd, Raleigh, NC 27616

Selected Undergraduate Coursework

- Algorithms, Data Structures, Al, Networks, & Databases
- Theoretical Calculus, Linear Algebra, Topology, & Differential Equations
- Discrete Mathematics, Statistics, & Numerical Methods

Projects

Boid Simulation (Independent Project)

- Implemented Craig Reynolds Flocking algorithm for autonomous agents in O(n*In(n)).
- Utilized Euler Integration to solve the force updates on the particles.

CWBURD (TURC Project)

- We implemented a distributed computational model for Cooperation with Bottom-up Reputation Dynamics a game theoretic reputation & norm-strategy based interaction model.
- Performed an empirical analysis of the paper and found the dominating dynamics.