OMAR **RAMADAN**

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LinkedIn GitHub
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Student at George Mason University pursuing a Bachelor of Science in Computer Science. International Baccalaureate graduate and diploma holder. Passionate about artificial intelligence, software development, computer hardware and physics. Looking for a role to acquire new skills, grow as an individual and team member and gain experience.

EDUCATION

JUNE 2019

IB DIPLOMA, ANNANDALE HIGH SCHOOL

Extended Essay: The feasibility of transitioning to multi-chip module GPUs

EXPECTED JUNE 2023

BS IN COMPUTER SCIENCE, GEORGE MASON UNIVERSITY

Cumulative GPA as of Fall 2022 Semester: 3.55

SKILLS

Advanced

- Java
- Python
- C
- Git
- Visual Studio/Eclipse IDE

Familiar

- Lisp
- SQL / Oracle Developer
- Unix Systems
- HTML
- MIPS and x86

RELEVANT COURSES

- Data Structures
- Object Oriented Programming
- Analysis of Algorithms
- Intro Artificial Intelligence
- Data Mining
- Database Concepts
- Computer Communications/Networking
- Operating Systems

PROJECTS

OS/161 Simulator – Academic

- Worked in a group setting using C and GitLab to build and implement a wide range of system calls and relevant exception handling.
- Implemented and tested fully functioning synchronization primitives and control data structures, which were used as building blocks to implement full multithreading support.

Mancala AI – Academic

- Created a state-searching mancala AI based on the alpha-beta pruning algorithm using ANSI Common Lisp.

- Uses recursion to a specified depth and evaluates all possible incoming legal states and applies a heuristic to determine the optimal next move.

Ensemble Data Classifier – Academic

- Used python implementing numpy, pandas and sklearn to implement a custom-made data classifier that accepts a labeled training CSV file and an unlabeled working CSV file that classifies entries based on data points using an ensemble of a decision tree, neural network and naïve bayes classifiers.

Experiment Management System – Academic

- Used Java Swing and SQL to create a user-friendly interface that allows different users to login and manage their own set of scientific experiments, allowing them to track dates, required apparatus, collaborators and other information.

Bullet Hell Video Game – Personal

- Used multithreading and Java Swing to create a simple bullet game to learn the fundamentals of game loops, real time user input processing and drawing graphics.