

Peter Mina

+20 1276901521

📍 Egypt

✉ petermina6187@gmail.com

🌐 [Linkedin](#)

🐙 [Github](#)

EDUCATION

Faculty of engineering, Alexandria University

October 2020 - July 2025

Bachelor of Engineering, Major in Computer and Communication Engineering(Concentration in AI).

Alexandria, Egypt

- **GPA:** 3.149
- **Relevant Coursework:** Pattern Recognition, Artificial Intelligence, Machine Learning, Computer Vision, Speech Recognition, Sensors and Intelligent Systems, NLP, Analysis and Design of Algorithms, Data Structures, Object Oriented Programming, Computer Networks, Computer Security, Database Systems, Operating Systems.
- **Graduation Project:** *Drug-Drug Interaction Prediction using Deep Learning*, Built a system to predict drug interactions using chemical structures. The project involved generating SMILES strings for drugs and applying advanced models like graph neural networks to analyze and predict interactions. It aimed to improve drug safety and contribute to pharmaceutical research.

EXPERIENCE

Jr. Full Stack Developer

Remote

e-SKY.ca

May 2023 - Present

- Currently working as a Jr. Full Stack Developer at e-SKY.ca.
- Experience with Jira and Jenkins.
- Hosted a server using Ubuntu.
- Worked on several projects using React and Node.js.
- Contributed AI-related projects, integrating intelligent features into web applications.

Tech Team Member and Staff

July 2024 - Present

Alex Eagles

Alexandria, Egypt

- Developed a fully autonomous drone system for object detection, classification, and localization, achieving 96% accuracy with a YOLOv8 model trained on a custom dataset established using Blender and Photoshop for realistic simulations.
- Promoted to staff, where I mentored new members, delivered 5 technical sessions, and still guiding the team on autonomous systems and AI-based solutions.

TECHNICAL SKILLS AND INTERESTS

Languages: Python, C/C++/C#, Java, JavaScript, Go Lang, SQL, Bash, R, MATLAB, Julia, TypeScript.

AI/ML Frameworks and Libraries: PyTorch, TensorFlow, Keras, OpenCV, NLTK, Hugging Face Transformers, Scikit-learn, SpaCy, CUDA, YOLO.

Tools and Technologies: Streamlit, Flask, Git, Docker, REST API, MongoDB, MySQL, PostgreSQL, Node.js, Express.js, React.js, JavaFX, Java Swing, Bootstrap..

ACHIEVEMENTS

NASA Space Apps 2024 Global Nominees

October 2024

Innovated a platform for users to explore the fascinating world of exoplanets as part of NASA Space Apps Challenges.

- Designed an interactive platform for exploring exoplanet data, with quizzes and a Chatbot feature to engage users and enhance learning.
- Technologies used: Python, HTML, CSS, JavaScript, TypeScript, React.js.

SELECTED PROJECTS

- **Image Captioning with Deep Learning and Attention** Built an image captioning system using ResNet50 and LSTM with attention for generating image descriptions.
- **Snake-AI-Trainer** Formulated a reinforcement learning agent for the classic Snake game using Q-learning and neural networks.
- **Sudoku Solver and Generator** Implemented a Sudoku Ai solver and generator with backtracking and visualization for solving puzzles.