Ramez Ehab

01200701800 | ramezehab2@gmail.com | linkedin.com/in/ramezehab | ramezze.netlify.app | github.com/RamezzE

Education

Misr International University — Cairo, Egypt
Bachelor of Computer Science, Major in Artifical Intelligence. GPA: 3.44 — *Oct. 2021 – Present*

New Ramses College — Cairo, Egypt
IGCSE, 99.4% — *Sep. 2009 – June 2021*

Experience

Freelance Training AI Models — Oct. 2024 – Present
Outlier AI, DataAnnotation — *Remote*

- Evaluate and refine AI-generated code, technical responses, API calls as well as English & Arabic responses for large language models, enhancing accuracy and performance
- Develop challenging prompts to intentionally push AI models to failure, facilitating improvements in learning and problem-solving abilities

Freelance Developer — Sep. 2024 – Present
Upwork — *Remote*

- Built cross-platform desktop, mobile, and web applications for clients in **Egypt, Germany, Lebanon, and Australia**, among others, using React, Firebase, Node.js, and Electron, optimizing for performance and device compatibility
- Delivered a cross-platform **Electron.js** desktop bridge app for **AmbiDoc, a German medical AI startup**, integrating C++ and Python scripts for extended functionality
- Maintain ongoing technical support and client relationships, earning **5-star reviews** and achieving **Top Rated status on Upwork**

Charge Support Intern — Jul. 2024 – Aug. 2024
Vodafone — *Smart Village, 6th October City, Egypt*

- Gained a solid understanding of Ericsson's solutions for charging servers, including SDP and AIR components
- Participated in a mini hackathon event, collaborating with team members to develop innovative solutions
- Attended training sessions on work-life balance, personal branding, and transitioning from student to employee

Projects

HST Jumanji | *React Native, TypeScript, Electron.js, React Viro, MapBox* — Mar. 2025 – May 2025

- Built an immersive 'Jumanji' themed mobile and desktop app for Focus Sports Camp, where teams scan QR codes to unlock quests and navigate to real-world locations using MapBox, with real-time progress updates via Socket.io
- Integrated a custom MapBox overlay featuring a stylized Jumanji map, clickable quest icons per team, as well as separate AR clues using React Viro to guide final gameplay
- Developed an admin panel to manage teams, quests, AR and map configurations for customizable gameplay

AmbiDoc Bridge | *Electron.js, Python, C++, Socket.io, Hugging Face* — Mar. 2025 – Apr. 2025

- Built a cross-platform desktop app with an always-on-top, floating widget for seamless user interaction
- Integrated Python (Hugging Face) and C++ scripts to enable privacy mode, retrieve open windows, capture full desktop/window screenshots, and send data over an API
- Established real-time two-way communication between the browser window and bridge app using Socket.io

Motion Lab | *React.js, Python, Flask, MediaPipe, PyTorch, SQLite* — Sep. 2024 – Present

- Developing a web application to extract face, hand, and body motion data from input videos, supporting multiple persons and converting the data into the BVH (BioVision Hierarchy) format for animators and game developers
- Presenting the generated BVH data as a skeleton visualization through a user-friendly web interface, enabling further manipulation

HST Risk | *React Native, Expo, Node.js, Express, MongoDB, Socket.io* — Jul. 2024 – Sep. 2024

- Built a real-life adaptation of the game 'RISK' as a mobile app, where teams compete for virtual countries using in-game currency

- Integrated Google and Apple Maps to display color-coded regions by continent, dynamically updating control based on real-world sports match outcomes
- Implemented a responsive UI with Tailwind CSS, real-time game state sync using Socket.io, and instant notifications via Expo and Firebase

Virtual Mouse | *Python, Kivy, OpenCV, MediaPipe, TensorFlow, SQLite* May 2024 – Jun. 2024

- Created a virtual mouse system controlled by hand gestures, enabling movement, dragging, clicking, and scrolling
- Leveraged Kivy for UI, OpenCV with MediaPipe for hand-tracking and TensorFlow for gesture recognition

Bitcoin Price Prediction | *Random Forest, SVR, XGBoost, ARIMA, Prophet* May 2024 – Jun. 2024

- Built a time series prediction model for Bitcoin prices using multiple machine learning models
- Applied Random Forest, SVR, XGBoost, ARIMA, and Prophet for predictions

Activities & Interests

Writing

- Won 2nd place in the MIU English Short Story Competition 2023

Sports

- Member of Flicking Pharaohs, an Ultimate Frisbee team

Volunteering

- Member of Helio Sports Team and Focus Sports Camp 2023 & 2024 committee member