

Education and Short Courses

- 2019 to 2023 **BSc Computing Science**, *University of Dundee, 1st Class (Predicted)*
- 2021 **Engineering Virtual Programme**, *Godlman Sachs*, Online Course
Program covered the analysis of security flaws, password cracking methods using Hashcat
- 2020 **Computer Vision Basics**, *Coursera*, Online Course, Pass
Core concepts and practical exercises using MATLAB
- 2019 **International General Certificate of Secondary Education**, *Thamer International School*, Jeddah, Saudi Arabia
Grades Achieved: A*AAAAAABC

Awards and Honours

- 2022 **DUCS Quackathon Winner**, *University of Dundee*
I was part of a winning team chosen by Unity for our Duck themed game made in 24 hours
- 2019 **Global Excellence Scholarship**, *University of Dundee*
A Scholarship awarded to the most inspiring international applicants to the University that year
- 2019 **Outstanding Academic Achievement Award**, *Thamer International School*
Awarded to Students that have shown the best academic performance in their graduating year

Employment Experience

- 2021 **University Lab Tutor**, *University of Dundee*
I assisted with running weekly student labs, focusing on problems that students had with C and C++. Also helped students learn how to debug their code and answered questions that they had around module content
- 2021 **Global Fintech Internship**, *CFTE*, London/Remote
A week long internship where I was part of a multidisciplinary team with an assigned case study for a sponsoring member (R3 Limited). I acted as the technical expertise and was responsible for identifying technical limitations of the Cordia platform and how that would affect business requirements to help create a report on future growth opportunities for the company
- 2021 **Science & Technology Writer**, *The Magdalen*
I wrote articles published monthly in a student run magazine on campus. As part of my role, I was responsible for researching and refining technical ideas and trends into engaging 500+ word articles

Notable Projects

- 2022 **Augmented Reality Anatomy Application**, *GitHub Link*
I worked as part of a multidisciplinary project to create an Augmented Reality application for medical students to understand how obesity can affect the heart and lungs. My role in the project was to create the application itself while working with the medical artists on my team to incorporate the animated models created into the application.
Languages Used: HTML, CSS, JavaScript
- 2021 **AI Breadth First Search for COVID-19 Mandates**, *GitHub Link*
I created an AI searching framework/reusable components to help my team create more searches for our project (which was awarded an A1, the highest grade possible) to identify the best sequence of government mandates to combat COVID-19 while considering mental health and other cost factors.
Languages Used: C#
- 2022 **Tower of Kings**, *GitHub Link*
A 2D Game made with Unity for my third year Games Programming Module. Designed and developed over the course of three months with extensive use of programming patterns to create a custom animation system based on state machines and other game logic
Languages Used: C#