Sama Rostom

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EDUCATION

Misr International University   Cairo, Egypt
Bachelor of Arts in Computer Science   *Sep. 2019 – June 2023*

Modern Schools of Egypt 2000   Cairo, Egypt
School   *July 2019*

PROJECTS

Rejuvenate | *Python, Flask, Flutter, Dart, Stable Diffusion, Image Processing*   Sep. 2022 – Jun. 2023
- Developed a deep learning-based image inpainting system.
- Developed a mobile application using Flask to seamlessly integrate Flutter with Python, enabling users to access the Stable Diffusion deep learning code for image inpainting directly on their mobile devices.
- Enabled patients to visualize pre and post-surgery appearance.
- Utilized GANs, LaMa, and Stable Diffusion algorithms for image inpainting.
- Achieved superior results with Stable Diffusion based on PSNR and SSIM.

Hangtoe | *Flutter, Dart, Firebase*   Sep. 2022 – Jan. 2023
- Developed a mobile application games written in Dart with Flutter framework.
- Hangman and tic-tac-toe
- Published on google play store

Hiking Website | *Bootstrap, AJAX, jQuery, SQL, JavaScript, CSS, HTML, PHP*   Sep. 2021 – Jan. 2022
- Created a dynamic and user-friendly website catering to adventure-seekers and travelers aspiring to conquer the world's highest peaks.
- Developed an e-commerce platform and a fully-planned trip booking system, allowing visitors to purchase hiking gear, equipment, and accessories for their expeditions.
- Utilized a wide range of web development tools, including VsCode, Github, and Photoshop, for efficient project development and collaboration.

Racing car game | *Three.js, JavaScript*   Sep. 2021 – Jan. 2022
- Developed a Car game using graphics Java Script (Threejs).

Supermarket Management System | *GUI, OOP, Java*   Sep. 2020 – Jan. 2021
- Developed a user-friendly supermarket management system employing Object-Oriented Programming (OOP) principles and a Graphical User Interface (GUI) for enhanced usability.
- Designed and implemented a GUI to simplify system interactions for stakeholders, streamlining inventory management, sales tracking, and reporting.
- Utilized Java as the primary programming language to ensure robust functionality and maintainable code.

Hangman Game | *C++*   Feb. 2020 – Jun. 2020
- A Basic Hangman Game implemented using C++ Language.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, PHP, AJAX, jQuery, Flutter, Dart
Frameworks: Flask, WordPress
Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, PyCharm, Oracle VM virtualbox, NetBeans, Wireshark, Sublime, Cisco Packet Tracer, Adobe photoshop
Libraries: pandas, NumPy, Matplotlib, OpenCV, Pillow, torch, diffusers

COURSES

Full-Stack Development Summer Program
Sprints   Nov. 2022

Graphic & UI Design Workshop - COP
MozillaEgypt   Jul. 2021

Web Development Challenger
Udacity   Jul. 2021