

Reem Ayman

Data/ML Testing Engineer

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Professional Experience

Data/ML Testing Intern

Giza Systems

Aug 2023 – Feb 2024 | New Cairo, Egypt

- Learned about the principles and processing of data and software testing.
- Collaborated with the testing team in the testing process and identifying the defects in the projects assigned for.
- Collaborated with the data testing member to implement a python package which automated the analysis of a supervised machine learning model in terms of the performance, ethical perspective, robustness, GDPR compliance, bias, variance and environmental impact.

Junior Game Developer

Inline Internet Online Dienste GmbH

Aug 2022 – Dec 2022 | Remote

- Contributed to implementing a prototype and the tutorial level for a story-based game to teach German children reading and writing using Unity Game Engine.
- Contributed to automating the game build through the CI/CD pipeline and distributing the application among team testers in Firebase.

Education



B.Sc in Computer Science and Engineering

German University in Cairo

2018 – 2022

CGPA: 0.94/0.7 (in german scale).

Certificates

- Deep Learning Specialization 
- Machine Learning Cross-Skilling Track Nanodegree Program 

Publications

Catch Me If you Can: An Educational Serious Game to Teach Grammatical English Rules 

Skills

Data Science and Engineering

- Supervised and Unsupervised Machine Learning.
- Deep Learning (CNN and RNN - Transformers).
- Time Series Data and Image Processing.
- Dealing with stream data through ETLs (Apache NiFi, Kafka).

Software Engineering and Testing

- Manual Testing Cycle and Test Automation (Selenium, Robot Frameworks).
- Design Patterns, SOLID Principles, OOP and Data Structures and Algorithms.
- APIs and Different Architectures (REST, GraphQL).
- Relational and Non-Relational DBMS (SQL, MongoDB).
- Version Control, Containerization and CI/CD Pipeline.
- Different Frameworks and stacks (Django, MERN, Flutter).
- Python and its different packages (TensorFlow, NumPy, scikitlearn, pandas).

Projects

Finding Donors in MLCharity - Personal Project

Python - Machine Learning Project

Dec 2022

- Trained the model using different classification algorithms.
- Tuned the model hyperparameters using the grid search which improved its performance in terms of accuracy and F-score.

The Matrix: Escaped - Academic Project

Java - Artificial Intelligence Project

Nov 2021 – Dec 2021

- Aimed to find the path for the main character Neo to rescue all the hostages and escape to the telephone booth before the agents kill Neo or Neo dies with six different search algorithms (BFS, DFS, uniform cost, greedy, and A*) with two different heuristics.
- Reduced the RAM usage, CPU utilization, and taken time with averages of 2.5%, 5%, and 41.4% respectively (comparing BFS and A*).