

Tarek Sallam

tareksallam@cmail.carleton.ca | +1 (613) 301-6527 | LinkedIn: tareksallam | GitHub: tarek-sallam

Education

Carleton University
Bachelor of Computer Science

Expected Graduation: May 2027
Ottawa, Canada

- Concentrations: Artificial Intelligence and Machine Learning, Mathematics minor
- Relevant coursework: Data Structures & Algorithms, Probability & Statistics, Calculus, Numerical Linear Algebra, Relational Databases, Software Engineering

Experience

Carleton University
Teaching Assistant - Discrete Structures I, II

May 2024 – Current

- Guided students through mathematics proofs during weekly tutorial sessions to reinforce and solidify their understanding of the material by providing hands-on practice and personalized support
- Offered one-on-one assistance during office hours to help students enhance their understanding of the material by addressing their questions.
- Graded over 100 assignments weekly by adhering to the professor's grading scheme while ensuring consistent fairness across all grades.

Carleton University, Teaching & Learning Services
XR Technology Assistant

September 2023 – May 2024

- Streamlined the process of searching for and locating equipment, by developing automation scripts with Python to organize equipment for over 100 professors, instructors, and team members.
- Configured and maintained various sets of equipment, including Oculus Quest 3 and HTC Vive, by installing drivers and updating software, allowing professors and instructors to use them effectively.

Personal Projects

Fantasy Football Drafter
Developer

August 2024

- A deep reinforcement learning model to draft a roster of players in a fantasy football draft
- Scraped average draft position and projection data using BeautifulSoup to support the custom draft environment and player valuation, then used Pandas and NumPy to sort, filter, and aggregate the data for the environment.
- Implemented a Monte Carlo policy gradient algorithm with a neural network policy using TensorFlow and Keras to maximize projected points by drafting the top-valued player in each position, with an epsilon-greedy approach to ensure all roster spots are effectively filled.
- Created a simple MVC-based GUI using Tkinter for deploying the model, featuring a draftboard view of available players, a search bar for filtering players, an undo button, and a draft button to update the board.

Dynamic Web Orrery (NASA Space Apps Hackathon 2024 Local Winner)
Developer

October 2024
Ottawa, Canada

- A dynamic web orrery to visualize planets and their orbits
- Collected Keplerian data for various planets and used NumPy to sort and clean it. The refined data was then processed through a series of matrix calculations to determine planetary positions keyframes at a specific time.
- The processed keyframe data was integrated into the frontend using three.js, applying a scaling factor and linear interpolation between keyframes to precisely render planetary positions.

Skills

Languages: Python, C, C++, Java, JavaScript, SQL, HTML/CSS

Libraries/Tools: Pandas, NumPy, Matplotlib, TensorFlow, Keras, Node.js, React.js, Git

Platforms: Linux, MacOS, Windows