

Mohamad Ziad Alkabakibi

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EDUCATION

INNOPOLIS UNIVERSITY
BS IN SOFTWARE ENGINEERING
Aug 2018 - May 2022

LINKS

LinkedIn:// mohamad-ziad-a-999771118
YouTube:// TheSharpOwl

UNDERGRADUATE

Computer Graphics
Concurrent Programming
Scrum and Agile
Compiler Construction
Operating Systems
Functional Programming
Distirbuted Systems

SKILLS

PROGRAMMING

Proficient:

C++ • C# • C • Git
Unreal Engine • OpenGL

Familiar:

Linux • CMake • Qt • GoLang
• Unity • SQL • Python • C++ Boost

LANGUAGES

- Arabic: Native
- English: Fluent
- Russian: Intermediate

AWARDS

- Syrian Informatics Olympiad:
top 3/100 (2014)
- Damascus ACM programming contest:
top 3/100 (2017)
- Asia Pacific Informatics Olympiad:
Honorable Mention (2017)

EXPERIENCE

ROADAR | C++ DEVELOPER

April 2021 – Present | NY, USA

- **Embedded systems** and **Computer Vision** for detecting road accidents and ensuring safety on the road.
- Using **C++**, **CMake**, **OpenCV** and **OpenVino** running software on Linux Arm64 circuits supporting AI models.
- Make the project available on **Windows** with **MSVC** compiler after being **Debian** only.

COMMISSION FOR SCIENTIFIC OLYMPIAD | ALGORITHMS COACH

Jun 2018 – Jul 2018 | Damascus, Syria

- Training National and International Olympiad team during the summer Bootcamp for the IOI preparation.

ACM ICPC SYRIAN COMMISSION | CONTEST JUDGE

Jun 2018 | Lattakia, Syria

- Made the problemset and configured servers with the other judges.
- Review participants solutions and explaining the solutions.

PROJECTS

MIZU ENGINE | GITHUB

June 2020 - Present

- **Direct3D12** game engine (graduation project)
- Supporting simpler graphics programming interfaces and Mesh Shaders

ROLL CHAT BOT | GITHUB | TELEGRAM

April 2022 - Present

- Chatbot made with **Python** using **Microsoft's QnA framework**
- Deployed on **Heroku** and using **REST API** to communicate with the QnA service

FOOBAR COMPILER | GITHUB

August 2020 – December 2020

Imperative Language compiler in **C++17** that translates to **LLVM** machine code for Compiler Construction course.

BREAKOUT GAME | GITHUB

May 2020 – Aug 2020

Atari style game in 2D using **C++** and **OpenGL** that was made while reading an **OpenGL** book.

TRACKZAM STUDENTS TRACKER | GITHUB

Jan 2021 – Mar 2021

- Made with **C# .NET 5 (Client)** and **Python (Server)** for lecturer's purposes.
- Participated in implementing the client (Key-Mouse logger and User accounts mechanisms) in addition to Windows and Errors Managers
- Dev team used **Agile** and **Lean Software Development**.

TSUKI: DISTIRBUITED FILE SYSTEM | GITHUB

Aug 2020 – Nov 2020

- Made with **GoLang** supporting replication (with 3 servers) to assure availability and using security practices for preventing malicious attacks.
- Ported to **AWS** using **Docker**.