

Mohamad Ziad Alkabakibi

ziadwork2020@outlook.com | +9770601563
thesharpowl.github.io | github.com/TheSharpOwl

EDUCATION

INNOPOLIS UNIVERSITY

BS IN COMPUTER SCIENCE

Graduating August 2022

Software Engineering

Innopolis, Russia

LINKS

LinkedIn:// mohamad-ziad-a-999771118

YouTube:// TheSharpOwl

UNDERGRADUATE

Computer Graphics

Concurrent Programming

Scrum and Agile

Compiler Construction

Operating Systems

Functional Programming

Distributed 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)

HOBBIES

• Swimming:

• Ping pong

• Drawing

• Card Games

EXPERIENCE

ROADAR | C++ DEVELOPER

April 2021 – Present | Innopolis, Russia

- Embedded systems programming self-driving cars and ensuring road safety systems
- Using C++, CMake, OpenCV and OpenVino running software on Linux Arm64 circuits supporting AI models.
- Working with Computer vision to detect road accidents and other events.

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.
- Putting the problem set and contest organization.

ACM ICPC | CONTEST JUDGE

Jun 2018 | Lattakia, Syria

- Made the problemset of the contest with the other judges.
- Configured servers for the judge system.
- Reviewed the participants solutions in addition to explaining the solutions.

PROJECTS

MIZU ENGINE | GITHUB

June 2020 - Present

- A simple Direct3D12 game engine
- Still working on it

FOOBAR COMPILER | GITHUB

August 2020 – present

Imperative Language compiler written in C++17 which translates to LLVM machine code for the Compiler Construction course.

BREAKOUT GAME | GITHUB

May 2020 – Aug 2020

Atari style game in 2D using C++ and OpenGL which was made during reading an OpenGL book.

TRACKZAM STUDENTS TRACKER | GITHUB

Jan 2021 – Mar 2021

- Students Tracker in C# .NET 5 (Client) and Python (Server) made for lecturer's purposes.
- Participated in implementing the client (Key-Mouse logger and User accounts mechanisms) in addition to Windows and Errors Managers
- Used Agile and Lean Software Development principles while working in the team such as continuous integration.

TSUKI: DISTRIBUTED FILE SYSTEM | GITHUB

Aug 2020 – Nov 2020

- Using GoLang, our team made a DS for our university course.
- Added replication (with 3 servers) for assuring availability and using tokens for security and preventing malicious attacks.
- Used Docker for porting the server to AWS so that it will be available online for grading it.