Mohammad **Abou Harb**

Thomas Edison, Ramleh el Bayda, Beirut, Lebanon

☐ (+961) 71364219 | ✉ mohabouharb@gmail.com | 🐙 TwoShock | in mohabouharb

Education

American University of Beirut
Beirut, Lebanon

B.E. IN COMPUTER AND COMMUNICATIONS ENGINEERING
Sept 2017 - June 2021

- Cumulative GPA : 3.2/4.0
- Minoring in Economics

Experience

Undergraduate Research, University of California at Irvine
May 2020 - July 2020

RESEARCH ASSISTANT WORKING UNDER THE SUPERVISION OF PROF. BOCAR BA
Beirut, Lebanon

- Curated data sets by writing web scrapers in python.
- Performed topic modeling on the data sets to extract the relevant topics.
- Performed unsupervised sentiment analysis on the data and plotted sentiment over time by topic.
- Refactored and updated a custom crime data prepossessing library.
- Modularized the code base into a pip friendly format and wrote more test cases to improve code coverage.

BinariesLid
Beirut, Lebanon

INTERN
Dec 2019 - Jan 2020

- Developed a working Tic Tac Toe tutorial in augmented reality which teaches the user the rules of the game by using a voice assistant.

Undergraduate Research, non-invasive heart rate detection
Beirut,Lebanon

RESEARCH ON NON-INVASIVE HEART RATE DETECTION WITH DR. ZAHER DAWY.
Aug 2019 - Jan 2020

- Developed a functional script which detects a person's heart rate based on the variation of color in the forehead region.
- The technique for estimating the person's heart rate relied on applying PCA in conjunction with PSD to extrapolate PPG signal.
- The raw PPG signal was then used to find several heart rate metrics such as HRV,SDNN,IBI

Geek Express
Beirut, Lebanon

INSTRUCTOR
Aug 2018 - Oct 2018

- Gave an introductory data science course to high school students.
- Course topics covered cleaning and visualizing data as well as performing simple linear regression on scatter plots.

Mobile Systems International
Beirut, Lebanon

INTERN.
Aug 2017 - Sept 2017

- Worked with ThreeJS to simulate the coverage of telecommunication towers in urban cities.
- Worked on minimizing polygon counts in OBJ files to render objects on the hololens.
- Developed a demo of an airplane flight path over a given terrain in augmented reality.

Awards & Certifications

2018	**3rd Place**,	Anghami AI hackathon at AUB (created a music classifier using a neural network)	*Beirut, Lebanon*
2017	**3rd Place**,	Game Development competition at the Lebanese American University (LAU)	*Beirut, Lebanon*
2016	**Diplomacy Award**,	Model Arab League LAU	*Beirut, Lebanon*
2016	**Secretary General**,	Model Arab League NCUSAR	*Washington, DC*

Projects

Dardish Code

DEVELOPED A PROTOTYPE FOR A FUNCTION SIGNATURE GENERATOR. THIS PROTOTYPE CAN EXTRACT PARAMETERS

OF A FUNCTION AS WELL AS THE FUNCTION NAME GIVEN THE COMMENT ASSOCIATED WITH THE FUNCTION.

Cubes

Developed a 3D obstacle based game using Unity.

Skills

Programming	Java, Python, C/C++, HTML, CSS, JavaScript
Languages	English, Arabic