

Abdelwahab Bourai

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Experience

2014	Carnegie Mellon Watson University Challenge Team <ul style="list-style-type: none">• Developing an application leveraging Watson's question answering prowess to compete in the IBM Watson University Challenge• Project uses computer vision, natural language processing, and supervised learning Software Engineering Intern, NVIDIA GRID Visual Computing Appliance Team <ul style="list-style-type: none">• Designed and developed a distributed error catching and uploading system for the VCA client using Google Breakpad• Implemented a command line interface for managing VCA virtual machines and user sessions in a LevelDB database
2013	Human Computer Interaction Intern, Jet Propulsion Laboratory Human Interfaces Group <ul style="list-style-type: none">• Served as coding lead for team to create a visualization tool for functional MRI data<ul style="list-style-type: none">– Used by neuroscientists working on Human Connectome Project, a multi million dollar initiative to map functional connections in the brain– Fully web-based, with researchers uploading their datasets for collaborative or public viewing purposes• Available at http://brain-viz.herokuapp.com
2012	Earth Science Research Consultant, Jet Propulsion Laboratory/NASA Ames Research Center <ul style="list-style-type: none">• Analyzed GRACE satellite data to calculate rate of decline of groundwater in California<ul style="list-style-type: none">– Researched new algorithms to discover trends in large datasets with Matlab and Python• Worked closely with GRACE satellite expert Dr. Felix Landerer
2011	Earth Science Research Consultant, NASA Ames Research Center <ul style="list-style-type: none">• Collaborated on a team of undergraduate and graduate students to track changes in California groundwater• Presented findings at NASA Headquarters, American Geophysical Union (AGU), and others

Education

2012–2016	B.S. Computer Science and Cognitive Science, Carnegie Mellon University
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Skills

Programming	Python, C, Java, R, JavaScript, HTML, CSS, Django. Comfortable in UNIX/Linux
3-D	Experienced in webGL and openGL
Software	Adobe Creative Suite (4 – 6), ArcGIS, ENVI, ESRI, SolidWorks, AWS
Languages	Arabic, French, Berber