**Adel Elmala**

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**SUMMARY**

A Fresh Graduate Looking for an entry level job as software Engineer , With a particular interest in 3D computer graphics (E.g. render engines, ray tracers , rasterizers ) , and Image Processing.

Using C/C++, OpenGL , I’m open to learn new languages , techs, and tools.

**EDUCATION**

**Cairo University** Giza, EG

Bachelor of Engineering June 2021

Systems & Biomedical Engineering

Cumulative GPA: 3.25/4.0 ; Grade: Very Good

Relevant Coursework: Computer Graphics; Data Structures & Algorithms; Image processing;

Database management system

**GRADUATION PROJECT**

**Neural Model Optimization Tool** 2021

* An automated optimization tool to help save time and resources in calibrating neural computational models to experimental measurements.
* Designed and implemented the back-end layer using Python and NEURON API, reading in the neuron model, extracting information about the model, simulating experimentation and computing characteristic features to pass to the next module in the tool pipeline.
* Grade : Distinctive
* GitHub Repo: https://github.com/ForthePareto/SpikOpt

**PERSONAL PROJECTS**

**Ray Tracer**  2022

* Built a ray tracer from first principles using no external libraries other than the one that will take the final pixel data and save it on disk in a PNG format.
* Used C++ and stbImage library for png encoding.
* GitHub Repo: https://github.com/adel-elmala/rayTracer

**Rasterizer** 2022

* Built a simple rasterizer from the ground up.
* Used C++ and SDL2 library to handle windowing and events.
* GitHub Repo: https://github.com/adel-elmala/rasterizer

**Small image processing Library** 2021

* Optimized mini image processing libary , that handle gaussian bluring , alpha blending, thresholding.
* implemented from scratch using C, Pthreads, And Intel‐intrinsics (SIMD) ,and stbImage lib.
* GitHub Repo : https://github.com/adel-elmala/optimization-playGround

**16‐Bit von neumann architecture Assembler** 2021

* Trasnlates from Hack’s assembly instuctions to hack’s 16‐bit Machine language
* the project was part of a coursera course, used Python.
* GitHub Repo: https://github.com/adel-elmala/CV-and-others/tree/main/Projects/Assembler

**JPEG decoding Stepper** 2021

* Shows the different stages of Decoding JPEG Files
* Used Python , and QT for the GUI
* GitHub Repo: https://github.com/adel-elmala/CV-and-others/tree/main/Projects/JPEG-Decoding-stepper

**More Projects** : https://github.com/adel-elmala/CV-and-others/tree/main/Projects

**CERTIFICATES And MOOCS**

**Build a Modern Computer from First Principles ‐ Part 1** 2020

* Build a modern computer system, from the ground up from constructing elementary logic gates all the way through creating a fully functioning general purpose computer).

Certificate Link: https://www.coursera.org/account/accomplishments/certificate/8EC6VMRXXBYA

**Machine Learning** 2020

* Machine Learning Basics (Supervised/Unsupervised learning ‐ Neural Networks ... )

Certificate Link: https://www.coursera.org/account/accomplishments/certificate/C8832L5N3XY3

**Programming Languages part B** 2020

* Introduction to the basic concepts of programming languages, with a strong emphasis on functional programming using Racket (Dynamic type system language).

Certificate Link: <https://www.coursera.org/account/accomplishments/certificate/TPZJ35EZUT6Z>

**Programming Languages part C** 2020

* Introduction to the basic concepts of programming languages, with a strong emphasis on OOP programming using Ruby (Dynamic type system language).
* Certificate Link: https://www.coursera.org/account/accomplishments/certificate/23PRT3ZG782H

**More Certificates:** https://github.com/adel-elmala/CV-and-others/blob/main/Finished-Courses.md

**SKILLS**

**Technical Skills**:

* Computer Graphics
* C , C++ , Python.
* OpenGL (3.3+)
* Multi-Threading (pThreads)
* Linux programming environment
* GNU ToolChain (GCC / Make )
* Bash
* Git (GitHub)

**Languages:**

* Arabic: Fluent.
* English: intermediate.