

Adnan Utayim

EXPERIENCE

2017 – 2018

Concordia University

Research Associate

- Immersive and Creative Technologies Laboratory.
- 3D Reconstruction of large-scale areas from remote-sensor data.
- Inversed Raytracing for illumination-reversal using CUDA.

2016 – 2017

American University of Beirut

Research Assistant

- Coauthored a research paper on Partially Asynchronous Interactions in HDBIP.
- A framework for automated distributed implementation of component-based models.
- Published in iFM 2018.

2016 – 2017

Interactive Life

Android Developer

- Development and maintenance of an Android SDK.
- Enables building complete mobile applications corresponding to user-defined drag and drop design.

2015 – 2016

American University of Beirut

Private Tutor

- 60+ hours of tutoring university students.
- Courses related to Algorithms, Data Structures, and Theoretical Computing.

2015 – 2016

American University of Beirut

System Analyst Assistant

- Work and Study Program.
- Handling and maintaining a network of over 100 workstations running different operating systems.
- Providing technical support for academic units.

TECHNICAL SKILLS

Advanced: Java, C++, Algorithms, Data Structures, Android, OpenGL, Linux, L^AT_EX, Vim, Git, Linear Algebra, Number Theory, Computer Graphics.

Intermediate: C, C#, Unity, Computer Vision, Cuda, Bash Scripting, MySQL, CMake, Makefile Utility, MPI, OpenMP.

Begginer: LISP, Prolog, Ruby, AspectJ, Python, Omnet++, Docker

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PUBLICATIONS

Salwa Kobeissi, Adnan Utayim, Mohamad Jaber, Yliès Falcone. Facilitating the Implementation of Distributed Systems with Heterogeneous Interactions. IFM, Sep 2018, Maynooth, Ireland. [Read online](#)

EDUCATION

2017 - PRES **Concordia University**
B.Sc. Computer Science. GPA: 3.5
Transfer Student.
Graduating May 2020.

2014 - 2016 **American University of Beirut**
B.Sc. Computer Science. GPA: 3.7
Enrolled for three semester.

DISTINCTIONS & AWARDS

2018 **NSERC Research Award**
Awarded by the Natural Sciences and Engineering Research Council of Canada.

2016 **Supernacci Competition**
2nd place. An algorithmic-math competition held annually in the American University of Beirut.

2015 **ACM LCPC**
1st place and Fierce Programmers. Lebanese Collegiate Programming Contest.

2015 **Student of the Year**
Awarded by the American University of Beirut for outstanding academic performance in the department of Computer Science.

2015 **Dean's Honor List**
American University of Beirut. For achieving the highest GPA in the Department of Computer Science.

CURRENT PROJECTS

- Working on a 2D Computer Game in Unity.
- Responsible for the development and implementation of Game logic.
- Project rich in OOP, Design Patterns, and programming best practices.
- 40% toward completion.