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Ahmad Atallah
Résumé

EDUCATION

2012—2017 | **Systems and Biomedical Engineering Department**. **School of Engineering**, **Cairo University**
Cairo, Egypt

- **Bs.c.** of Systems and Biomedical Engineering, GPA 3.2.
- **THESIS TITLE** – GPU-Based Visualization Application for Two Projection 2D-3D Image Registration In Radiation Oncology

PROJECTS

2020 | **Tachyons Styled TSX**

- Bring Tachyons, implemented with Emotion and Styled System, into React app with types in mind.
- **Development** —TypeScript, React, Emotion, Styled System, Tachyons, Webpack.

2019—2020 | **Swvl Business Dashboards and Design System Packages**

- I participated in initiating the company's business dashboards, developing and publishing design system components packages on npm, with a continues development and delivering large set of transportation features.
- **Development** —TypeScript, React, Redux, Theme-UI, Webpack, Rollup.

2017 | **GPU-Based Visualization Application for Two Projection 2D-3D Image Registration In Radiation Oncology** —Graduation Project

- Visualization cross platform for fast 2-projection 2D-3D registration that assists in patient positioning process during radiation oncology treatment procedures. The software development included rendering multiple digitally reconstructed radio-graphs(DRRs) projection images from 3D CT volume, similarity measures, optimization, and a user interface to visualize the differences.
- **Development** —C/C++, VTK, ITK, Qt, Qthread, OpenMP, OpenCL.
- **ADVISOR** —**Tamer Basha.**

December 2016 | **TCP/IP-Based Bullet Shooting Multi-Player Game** —School Project(Game - Networking).
A simple multiplayer game (client-server) developed in Python and Tkinter module for building the graphical user interface.

SKILLS

Programming	Typescript, JavaScript, ReasonML, Scala, Ruby, Pascal, C/C++, OOP, Functional Programming.
Web Development	React, Angular, Redux, Jest, Tachyons, Styled Components, Emotion, Theme-UI, Material-UI, MDX, Storybook, Gatsby, and others.
Visualization Tools	ThreeJS, D3, WebGL (Intermediate).
Build Tools	Webpack, Rollup, Gulp, sbt, CMake, Maven.
Database	SQLite, PostgreSQL, Mongo.
Version Control	Git, SVN.
Others	Vim, Docker, Jenkins, Shell Scripting, LaTeX.

Typeset proudly with LaTeX

─── EXPERIENCE

Dec 2019—Aug 2020

Software Engineer (Frontend)—Part-time at Qobra
I started the core product desktop app with electron. Worked on project's boilerplate, handling app multiple tabs, business models, and others.

Dec 2018—Present

Software Engineer (Frontend) at Swvl
I am working on developing company's dashboards which includes a lot of front-end stuff besides some visualizations on maps. I had the chance to start multiple projects there from scratch besides my contributions in the existing projects.

Feb 2018—Dec 2018

Software Engineer (Visualization) at Millensys Healthcare Solutions
I joined the medical imaging team to deliver and contribute in healthcare software solutions. My work included and not limited to using **OpenJPEG, LEADTOOLS, Windows API, OpenGL**, migrating from OpenGL to WebGL, drawing on canvas, advanced image processing techniques, 2D and 3D visualization (DICOM viewing, processing, and MPR). Through my working period I was assigned to advanced DICOM viewer project(web based, and Desktop), reporting tool and others.

Oct 2017—Jan 2018

Bioinformatics Intern at Pine Biotech
Working on both educational and analysis platform provided me with great experience in understanding Next Generation Sequencing and its algorithms in Bioinformatics era.

─── COURSEWORK

Feb 2019 —Apr 2019

Functional Programming in Scala Specialization —Coursera
- Functional Programming Principles in Scala.

Feb 2018 —Aug 2018

Front-End Nanodegree —Udacity

Apr 2018

Deep Learning Specialization —Coursera
- Neural Networks and Deep Learning.
- Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization

─── AWARDS & ACTIVITIES

I like watching, and attending software conferences, and workshops from all over the world.

October 2016

RDI Egypt Competition —Project Award .
My project, an automatic system for MCQ exams correction, was awarded the 3rd place in 2016 from RDI Egypt.

24th—27th October 2015

EMB 2nd Biomedical Engineering Workshop.
Participated in the 4 themes of the workshop including:
- High Performance Computing.
- Medical Visualization.
- Software Engineering & Bioinformatics.
- Embedded Systems.

August 2014

IEEE EMBS International Student Conference —Project Award .
My Project, Derma, was awarded the 1st place from the IEEE EMBS 2014.