

Alisiena Ghazal

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I am a second-year Computer Science and Mathematics student at Queen Mary University of London, who is currently on track to a 1:1. I've been a programmer since I was 8 years old, so I have experience in a broad range of fields of Computer Science including but not limited to AI, Machine Learning, OpenGL, Reverse Engineering, Scripting, "Ethical" game hacking, web development and more! With a passion for learning and a deep and profound interest in both Computer Science and Mathematics, I am currently seeking to not only contribute and make an impact in the world, but to grow my knowledge and gain more experience working in a professional environment.

Education

Queen Mary University of London

BSc Computer Science and Mathematics (Currently on track to achieve a 1:1)

Key Modules – Computer Science: Algorithms and Data Structures, Operating Systems, Software Engineering, Automata and Formal Languages, Object Oriented Programming, Procedural Programming

Key Modules – Mathematics: Calculus 1, Calculus 2, Linear Algebra, Probability and Statistics, Numbers Sets and Functions, Complex Variables, Vectors and Matrices

Barnhill Community Sixth Form

A-levels

Subjects: Mathematics - A, Physics – A, Chemistry – A

Projects

OpenGL Game Engine

First Implemented via Java and OpenGL using LWJGL, and later moved to C++ for better speed. Developed a 3D renderer with support for the '.obj' file format, and a working player camera system with basic lighting and shadows. This project helped my C++ skills and forced me to learn how to write better and more optimised code which increased my knowledge and experience with the GPU, which is helpful for not only game development, but machine learning.

TensorMake

A multi-layer perceptron framework written in pure C++ with no outside libraries. Support for a custom number of neurons per layer, and any amount of neurons. Matrices, layers, and the whole neural network class are written completely from scratch with some minor optimisations here and there. Support for up to 3 "activation functions" and trains the AI for you via automatic differentiation. My heavy mathematics background aided me with the linear algebra and calculus required to implement automatic differentiation via gradient descent. Also, it is open-source!

AstroVM

A virtual machine for an interpreted programming language I was working on called "Astro" with file extension '.as' written in C++. Supported declaring variables and defining functions. Could run conditional statements and loops. Eventually lost the source code due to hard-drive failure.

Skills

Languages

Programming: C/C++, Intel X86 ASM, Java, C#, Python, JavaScript, PHP

Markup: HTML, CSS

Human: English – Native, Persian – Native, Japanese - Intermediate

Tools/Frameworks

OpenGL, ReactJS, TensorFlow, PyTorch, Git, GCC/G++, CMake/Make, and more!

Also I use Neovim!

Operating Systems

Windows, MacOS and Linux.

Miscellaneous

OpenGL, Machine Learning, Deep Learning, Web Development, Low-Level Programming, CLI

Experience

Sales Assistant – JD Sports and Next

Customer Service: Served customers in a professional and respectful manner, handled enquiries, and took customer orders at tills.

Teamwork: Worked as one of many sales assistants, all having to work as a team to make sure the shop floor is stocked up, customers are getting their orders, and the tills are being operated.

Waiter/Room Attendant – Gig

Customer Service: Served customers their food, whilst following all health and safety guidelines. Making sure the correct order goes to the correct place and the customers are happy and satisfied.

Time Management: Making sure all the rooms are serviced, cleaned, and stocked up at the correct times and keeping up with deadlines.