Belal M. K. Said

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Education

Rutgers University-New Brunswick   **09/2015 - 05/2019**

BSc in Computer Science and Applied Science Eng   **Relevant Coursework:** Data Structures, Computer Architecture, Discrete Structures, Probability Theory, Artificial Intelligence, Circuits

Dean's List (every semester)

GPA: 3.86/4.00

Technical Skills

Proficient: C/C++, Java, Javascript (Node.Js, JQuery), Python (numpy, pandas), C# (ASP.Net, WPF), Matlab. **Familiar:** PHP, Go, Flask, CUDA, SQL (MySQL, MSSQL). **Technologies:** Git, Bash, Linux, Windows, Visual Studio, Eclipse

Experience

AQR Capital - Incoming Software Engineer Intern - Greenwich, CT   **06/2018 - 08/2018**

Instagram - Software Engineer Intern - Menlo Park, CA   **01/2018 - 03/2018**

Colgate-Palmolive - Software Engineer Intern - Piscataway, NJ   **06/2017 - 11/2017**
— Built and designed OMNIPAL, an all-knowing web application that uses natural language to expose multiple data APIs
— Built a RESTful API in Node.Js to standardize voice command matching using MonogoDB as the NoSQL database
— Designed a library from scratch in javascript that generates simple machine learning models for OMNIPAL

SteerSuite under *Professor Mubbasir Kapadia* **- Research Assistant - New Brunswick, NJ**   **06/2016 - 08/2016**
— Coordinated with a team of PhD students to optimize SteerSuite, a crowd simulator written in C++
— Reduced simulation time by 17% by implementing bounding boxes and Dynamic Bounding Volume Hierarchies
— Designed and coded a C# plugin to incorporate SteerSuite into Autodesk Revit and make it user friendly

Projects

Speed Prediction (Matlab/Caffe) - github.com/belalmksaid/speed_prediction   **07/2017 - Present**
— Predicted instantaneous speed of a moving car from a live dashcam video within ± 1 mile accuracy by using Farneback optical flow, a deep learning network, and exponential moving average

PacmanAI Lab (Javascript) - github.com/belalmksaid/PacmanAILab   **01/2017 - Present**
— Implemented genetic algorithm with simple neural networks to teach an AI how to play pacman in javascript
— Built a simple framework from scratch to emulate multithreaded applications to avoid freezing the browser

TrackerAPI (javascript) - github.com/belalmksaid/TrackerAPI   **07/2014 - 08/2014**
— Wrote a platform that lets users create custom APIs for dynamic data on a website of the user's choice
— **Won first place at CodeDay NY 2014**

Internet of Things (Javascript/Node.Js) - github.com/belalmksaid/ioi   **01/2014 - 03/2017**
— Connected home electronic devices such as lamps, a fridge, a microwave, and a minivan to the internet using electrical IMPs and mapped them to a Node.Js server
— **Won Internet of Things award from Intel at PennApps 2014**

Extracurriculars

IEEE - PacBot Team Captain - github.com/belalmksaid/PacBotCode   **10/2015 - Present**
— Created an algorithm for the bot to navigate a maze and avoid the ghosts, optimized in Assembly to run on teensyduino. The robot was designed using a custom PCB circuit and a 3D printed body
— **Won first place at Harvard PacBot Competition 2017**

International Sanitation Organization – Founder - internationalsanitation.org   **07/2013 - 09/2015**
— Helped found and fundraise for ISO, a legal 501c3 certified non-governmental organization, which has collaborated with UN recognized organizations to bring fresh water to thousands of people in Ghana