

---

# Adham Saad Mohamed Mohamed Osman

adham4603@gmail.com

---



Qurum Street, Way no. 1845  
House no. 3322 Ground Floor  
Oman

**Website:** <https://adhamosman.vercel.app>

**Phone:** +968 92725741

## Objective

I am a highly motivated software developer with a Bachelor's degree in Computer Science from the German University of Technology in Oman (GUtech). With a strong foundation in computer science, hands-on experience in game development, and expertise in working with embedded systems, including microcontrollers like Arduino Uno and NodeMCU ESP8266, I am eager to contribute my technical skills and creativity to a challenging role in the field of software development. I have a proven track record of academic excellence, showcased through my bachelor's thesis where I successfully implemented blockchain technology and smart contracts into the seafood supply chain. I developed a React JS website and coded three Solidity smart contracts to streamline transactions, manage licenses, and handle seafood item procurement within the supply chain. I am committed to delivering highquality solutions and eager to join an innovative team to further develop my skills and drive the success of dynamic engineering projects.

---

## Work experience

### GUtech

**July 2023 – November 2023**

Research Assistant

- IoT Integration: Develop and implement software solutions to seamlessly connect and manage IoT devices, enabling remote monitoring and data collection. This includes configuring sensor data transmission protocols, ensuring data accuracy, and troubleshooting connectivity issues.
- Machine Learning Development: Lead the development of a deep learning model leveraging a diverse dataset to predict and identify seafood species from images. Utilize state-of-the-art machine learning techniques and tools to train and fine-tune the model for accuracy and reliability.
- Data Preprocessing: Prepare and preprocess the image dataset, including data cleaning, augmentation, and feature extraction, to optimize the deep learning model's performance.

---

## Projects

- Bachelor Thesis Project - German University of Technology (2023)
  - Developed a full-stack web application for seafood supply chain using

React for the front-end, Solidity for smart contracts on the Ethereum blockchain, and Ganache for local blockchain testing and integration.

- Developed and trained a deep learning model in Python on a relatively large dataset of Fish pictures.
- Coded two Python files that get given a picture and can predict the species of the fish in the picture and print percentages of which species the fish belong to. However, if the object does not match any of the species it was trained against it prints unknown.
- Designed and crafted recreations inspired by the iconic games 'Flappy Bird' and 'Snake' within the Unity game development environment

---

## Education

### BSc in Computer Science

September 2019 – June 2023

German University of Technology in Oman

- Obtained with a GPA of 3.40/4.00
- DAAD Scholarship (2x)

---

## Personal Skills

- Excellent written and verbal communication skills.
- Highly organized and efficient.
- Ability to work independently or as part of a team.
- Ability to motivate.

---

## Languages

- Arabic | Native
- English | Fluent (IELTS overall band = 6.0 (2019))
- German | Elementary (A1 Certified)
- French | Elementary

---

## Interests

Reading, Drawing, Music, Sightseeing, Chess.

---

## References

References available upon request.