KHALED SALEH

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EDUCATION

The Ohio State University - Bachelors of Science, Computer Science and Engineering, GPA: **3.7/4.0**   **May 2026**
- **Deans List**: Fall 2022, Spring 2023, Spring 2024; **Extracurriculars**: Minorities in Tech, Artificial Intelligence Club, Big Data and Analytics Club, ColorStack, National Society of Black Engineers
- **Relevant Coursework**: Data Structures and Algorithms, Software Development and Design, Database Systems

TECHNICAL SKILLS

Languages | Java, Python, C, Javascript, Ruby, SQL, x86, MatLab, HTML5, CSS, styled-components
Frameworks | React. Node.js, JUnit, Material-UI
Developer Tools | Git, SVN, VS Code, IntelliJ, PyCharm, Eclipse, AWT, Linux

WORK & LEADERSHIP EXPERIENCE

Software Engineering Intern | Ubihere   Jan 2025 – Present

Developing Computer Vision & Streaming Solutions   Real-Time Video Processing | Data Analysis | System Optimization
- Designed and implemented RTSP Python scripts to enable continuous video recording and analysis, improving data collection for clients in logistics and asset tracking.
- Integrated OpenCV and NumPy to process and analyze video streams, extracting key insights for automated monitoring and decision-making.

Computer Science Teaching Assistant | Discrete Math   Sep 2024 – Present

Teaching Assistant Role   Grading | Office Hours | Student Support
- Grade assignments and labs for over **90+ students**, providing timely and constructive feedback to enhance learning outcomes.
- Host **weekly office hours**, offering support and clarification on complex concepts, leading to improved student understanding and performance.

PROJECTS

Pantry Tracker   Jul 2024 – Aug 2024

Inventory Management System Application   React | JavaScript | Next.js | Bootstrap | OpenAI API | Firestore | Vercel
- Launched an intuitive **mobile-friendly pantry tracker** app leveraging efficient cloud-based data synchronization methods, resulting in reduced time spent managing inventories **from hours per week down to just minutes daily**.
- Integrated **OpenAI's API** for intelligent recipe recommendations.

Hand Tracker   Nov 2023 - Dec 2023

Hand Tracker Application   Python | Computer Vision
- Engineered a **computer vision pipeline** to track finger landmarks.
- Designed an innovative **finger landmark detection system** that increased responsiveness of interactive features by **reducing latency to under 50 milliseconds**; directly contributed to more engaging user interactions in mobile applications.

Natural Number Calculator   Jan 2023 - Apr 2023

Simple-Operational Calculator GUI Application   Java | Swing
- Engineered a robust **MVC framework** that enhanced code maintainability, enabling the development team to **reduce bug resolution time by 30%** and improve overall software performance.
- Achieved high testing standards with JUnit, ensuring computational efficiency.

INTERESTS

- Fitness, Reading, Community Involvement, Artificial Intelligence, Soccer, Rock Climbing, Basketball, Music