Mohammed Madi

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Summary

Bsc Artificial intelligence student at the University of Manchester, interested in different applications of AI, including data science, Machine learning and related research.

Education

Bsc Artificial intelligence (2019-2022)
The University of Manchester

Currently in second year. Modules taught cover programming in different languages and in team environments, as well as theoretical computer science.

International foundation year in science and engineering.
INTO Manchester. (2018-2019)

Chemistry: 93. Math: 93. Physics: 80 RCS: 63.
RCS is short for research and communication skills and is a module given to students with IELTS scores higher than 7.5 and consists of a research assignment and a presentation. RCS also involved guidance on using academic articles and essay structure.

Volunteering

TEDx - Dabouq (July 2017)
Volunteer organiser

• Volunteering at this event involved working in a team of 4 to receive guests and register their names on a list. While doing this task, teamwork and communication skills were displayed.
• It also involved customer service and responding to guests' enquiries about the event and the venue it was held in (Zinc, Hussein Business centre, Amman,Jordan).
• Communication was in both English and Arabic.

Behati foundation (July 2020 - Present)
Website Developer

Volunteering as a website developer for a charity that helps provide better education for children in Africa.

Languages

Arabic - Native
English - Bilingual proficiency.
French - Limited working proficiency.

Projects

FlickFinder (Sep 2019 – May 2020)

My first year team project, a web application that recommends movies based on a user's ratings of previous movies they watched.
The project used machine learning (singular value decomposition and matrix factorisation) for the recommender system as well as Django , javascript, HTML, CSS and Git.

Exploit (Mar 2020 – Present)

A Unity 2.5D game being developed by the UniCS game dev society.
Technologies used include Git, Unity (C#) and Blender.
My role includes writing story elements, making 3D models and implementing different functionalities and modifications in the game engine using the Unity editor.

Skills

Programming Languages: **Python, C#, Java, JavaScript, R, MatLab, PHP, SQL, MySQL.**
Other: **Teamwork, Time management, Jupyter, Unity, Blender, HTML, CSS, Data visualisation, Git, WordPress.**

Hobbies

Wrestling, Brazillian Jiu Jitsu, Cycling, Running, Reading, Video games.

References
Available upon request.