HAZEM NOMER

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I am a computer scientist and a researcher. I started programming in visual basic when I was ten years old. My early projects were music players and web browsers. I also created an on-line games website called "WNPlay". At high school, my interests shifted towards Mathematics, Computer Science and Electronics. Currently, I am interested in deep learning and recurrent neural networks and do independent research in both.

EDUCATION

FACULTY OF SCIENCE – ALEXANDRIA UNIVERSITY

Bachelor of Science (Computer Science and Statistics)   (2012-2015)

- CGPA: 3.03 **(Very Good)**
- Graduation Project: **Adaptive user interfaces (Java and Android)**   Grade: **A**
  Used Recurrent Neural Networks (RNNs) to adapt mobile UIs to user needs.

Currently pursing MSc. In Computer Science   (2015-Present)

PROJECTS

- **RNNS & LSTM**   Python   (June 2015- Present)
  Using recurrent neural networks and long-short term memory in different applications as natural language processing, recommendation engines and cryptography (In progress)
- **GraLib**   Java   (May 2015)
  A simple graph library in java, implements basic graph algorithms (e.g. BFS, DFS, etc...)
- **Mars Scout**   Unity 3D   (March 2015)
  Developer of a 3D game simulates life on Mars Lava tubes. Won in NASA SPACE APPS hackathon – Human Category
- **Word Sense Disambiguation**   C#   (June 2014)
- **Breast Cancer classifier**   C#   (June 2014)
  A statistical classifier based on a concept I developed called Social based computation

- **Image Compression using wavelets**   MATLAB   (April 2014)
- **Multiple Linear Regression**   MATLAB   (April 2014)
- **Address Book**   PHP-MYSQL   (April 2013)

  A simple address book (a project for Structures of Programming Languages course)
- **Self-organized map**   MATLAB   (April 2013)

  SOM implemented in MATLAB
- **Stor.ion: CRM software**   PHP-MYSQL   (June 2013- Feb 2014)

  A CRM software (locally hosted) manage inventory, bills, customers, etc…
- **3-SAT Solver**   PHP   (Dec 2013)

  A brute force algorithm for solving 3-SAT problem
- **Fibonacci Sequence Graphics**   OpenGL   (Dec 2013)

ACADEMIC

I wrote a paper titled: **A semantic web parallel layer model** submitted in October 2012 (rejected)

Interests: machine learning, deep learning, recurrent neural networks, natural language processing, semantic web and intelligent user interfaces.

ARTICLES

I write articles about artificial intelligence hosted on my blog

LANGUAGES

- I coded in C, C#, PHP, Java, and Python.
- I used HTML5, CSS3, JavaScript, MYSQL, XML, and RDF.
- I learned: Ruby.
- Familiar with: LINUX System administration.

AWARDS

NASA SPACE APPS Cairo Local winner in Human challenge held at Nile University in April 2015.

VOLUNTEER WORK

- **IEEE Alexandria Student Branch** Website committee volunteer   (January 2015 – January 2016)
- Technical Committee Head at **Robabkia Team**   (March 2015 – October 2015)
- I gave a 5-days workshop "Web development" at **Egyptian Syndicate of Scientific Professions – Alexandria**   (March 2014)
- IEEE Alexandria Student Branch **ITW '15 Conference** Presenter.   (September 2015)