

Hilal Morrar

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EDUCATION

University of California, Santa Cruz

September 2018 – June 2022

Bachelors of Science, Computer Science

Santa Cruz, CA

- Cumulative GPA: 3.42, Dean's Honor List in Spring 2019, Summer 2020.
- Coursework: Machine Learning, Artificial Intelligence, Distributed Systems, Operating Systems, Parallel Programming, Data Structures and Algorithms, Software Engineering

EXPERIENCE

Computer Science Undergraduate Teaching Assistant

March 2020 – December 2021

Baskin School of Engineering - Computer Science and Engineering Department

Santa Cruz, CA

- Led regular tutoring sessions for Applied Discrete Math, Computer Systems and Assembly Language courses.
- Gained experience in reading code written by others and debugging it to achieve desired behavior.
- Designed and graded weekly quizzes and Python assignments for Artificial Intelligence, Machine Learning courses.

Applied Discrete Mathematics Learning Assistant

September 2019 – December 2020

UC Santa Cruz Learning Support Services

Santa Cruz, CA

- Tutored over 150 students in Applied Discrete Math in 4 academic terms.
- Led tutoring sessions for peers to comprehend concepts and practice mathematical proof solving skills.
- Worked closely with supervisors to continually implement optimal tutoring practices.

PROJECTS

TagMe | *Electron, Go, Git, Node.js, HTML/CSS*

January 2022 – Present

- Working in an Agile team to make a cross platform, full stack desktop application to search files by custom tags.
- Responsible for UI, designing full stack unit tests, smart tag suggestion for media files with Computer Vision.

Distributed Key-Value Store | *Go, Git, Docker*

September 2021 – December 2021

- Developed the back-end API of a distributed, fault tolerant, consistent, and sharded key-value store.
- Worked in a team environment to organize feature implementation according to specifications.
- Led regular team meetings to assess progress and discuss system design.

Connect4 Artificial Intelligence Agent | *Python*

October 2020

- Built a Connect4 AI to play against a human, random move player, or another AI with a simple user interface.
- Implemented Alpha-Beta and ExpectiMax algorithms for the AI to use against other AI agents or players.

RESEARCH

Applied Machine Learning Lab Research Assistant

September 2020 – August 2021

Baskin School of Engineering - Computer Science and Engineering Department

Santa Cruz, CA

- Assisted on two projects in cognitive electrophysiology and data science under Professor Narges Norouzi.
- Designed deep machine learning model architectures deployed on GPU computing clusters with Kubernetes to make predictions based on time-series EEG data.
- Read literature and gaining deep conceptual and technical understanding of cognitive data analysis.

Co-Principal Investigator

August 2015 – June 2018

Waksman Student Scholars Program

Tracy, CA

- Taught molecular biology & bioinformatics concepts and skills as a co-P.I. for two years.
- Published 9 scientific works into a national biotechnology database, while mentoring 35 students each year.

TECHNICAL SKILLS

Languages: Go, Python, C, C++, Java, Assembly, JavaScript, HTML/CSS, R, MATLAB

Frameworks/Libraries: Agile, Hugo, Gin, PyTorch, TensorFlow, NumPy, pandas, Keras, scikit-learn

Developer Tools: Git, Docker, Command Line, Google Colabs, Jupyter Notebooks, Linux/Unix, Kubernetes