Hilal Morrar

EDUCATION

University of California, Santa Cruz

September 2018 – June 2022

Bachelors of Science, Computer Science

Santa Cruz, CA

- Cumulative GPA: 3.43, 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, Statistics, Numerical Analysis

EXPERIENCE

Computer Science Undergraduate Teaching Assistant

 $March\ 2020-June\ 2022$

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, and Introduction to Python 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.

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.

Principal Investigator

August 2015 – June 2018

Waksman Student Scholars Program

Tracy, CA

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

Projects

RustOS $\mid Rust, Git$

January 2023 – Present

- Building a simple Operating System in Rust as a way to take a project-based approach to learning the language.
- Implementing all basic parts of the system including CPU Interrupts, Memory Management, and Multitasking.

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

 $January\ 2022-March\ 2022$

- Worked in an Agile team to make a cross platform, full stack desktop application to search files by custom tags.
- Responsible for UI and front end functionality, designed and implemented backend unit tests.

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.
- Utilized Goroutines for concurrency when handling client and internal HTTP requests for system communication.
- Implemented a data hashing algorithm to broadcast and separate data across multiple nodes equally.

TECHNICAL SKILLS

Languages: Go, Python, C, C++, Java, Assembly, JavaScript, HTML/CSS, R, MATLAB, Rust Frameworks/Libraries: Agile, Hugo, Gin, PyTorch, TensorFlow, NumPy, pandas, Keras, scikit-learn, Electron

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