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EDUCATION

MSc Artificial Intelligence, Queen Mary University of London   **2023-2024**
Relevant modules: Machine Learning (75.5%), Neural Networks and NLP (95.2%), Artificial Intelligence (93%), Computer Vision (72.3%)

BSc Computer Science, Queen Mary University of London (First Class with Honours)   **2020-2023**
First year grade: 1:1 (85%), Second year grade: 1:1 (80%), Third year grade: 1:1 (81%)
Relevant modules: Algorithms & Data Structures (93.2%), Software Engineering (72.4%), Deep Learning and Neural Networks (81%)

The Elmgreen School, London   **2014-2020**
A levels: Mathematics (A*) Further Maths (A) Computer Science (A*) Physics (A)
GCSEs: 9 GCSEs grade A*- B, including Mathematics (A*), Double Science (A*-A*) and English (B)

TECHNICAL SKILLS

Python | Java | HTML & JS | Figma | Pytorch | React | Keras

WORK EXPERIENCE

Computer Vision trainee, Checklens, Austria – 4 months   **April-July 2024**
- Collaborated with the head of the Computer Vision team, gaining hands-on experience in object detection for self-checkout systems using YOLOv8.
- Engaged in weekly training sessions, where progress was reviewed and feedback was provided, ensuring the development and refinement of my project.
- Applied deep learning techniques to develop a model capable of accurately detecting items in real-time.

Web Technology Intern, Softwire, London Office – 1 week   **October 2019**
- Shadowed employees in the web development division and gained an insight into project management and teamwork with other employees.
- Developed a quiz website using HTML, CSS, and JS. The website extracted data from an API and automatically displays the quiz results.

Customer Service Assistant, NatWest, Streatham London – 1 week   **February 2017**
- Provided excellent customer service in a busy branch for a week, responsible for handling customer queries and complaints.
- Gained communication skills and resilience.

PROJECTS

VisionBuilder - A user-friendly drag-and-drop website builder designed for developers. It allows seamless integration of pre-existing code into the design interface, enabling real-time code viewing and editing. The streamlined workflow ensures easy export of completed designs as HTML and CSS files, blending the complexity of coding with the simplicity of visual design.

upReach Tech500 and Samsung Hackathon – Effectively lead a diverse team of students to brainstorm, develop and create an app design/system based on raising awareness of local business. Utilised Figma to design a mobile app and employed a variety of problem solving, leadership and technical skills, and delivered a presentation to industry professionals.

Online Examination System – Object oriented system developed using HTML, JS, and jQuery**.** Worked in a group of students, designed the system using domain model analysis and delivered a presentation to an industry professional. This project was awarded 'Best Software Engineering Project'.

Weather app – Used React JS and OpenWeather API to deploy a mobile app targeted at farmers. Features of the app include weekly and monthly forecast, agriculture suggestions and dynamic backgrounds.

Portfolio website – Built website using HTML, CSS, JS, PHP, and SQL. The portfolio includes a login system and blog service.

Colour Switch Maze Game – Used pygame framework to develop a maze game with enemies and coins. Features include coloured buttons that control coloured walls, score, timer, and player life hearts.

CIFAR-10 Image classification – Developed a deep convolution neural model to classify pieces of clothing using a custom backbone made up of convolutional and linear layers. Accuracy achieved: 86%.

Football player detection: Developed a football player detection system using YOLOv8 for accurate real-time player identification.

Languages: English (Fluent), Spanish (Native), French (Beginner), Arabic Darija (Fluent).