

# SAIF KANDIL

Cairo, Egypt

[Website](#) | [LinkedIn](#) | [GitHub](#)

## MY INTERESTS

I have a mix of experience in Software Engineering, Computer Graphics, and Algorithms Design.

My interests are to apply Machine Learning to solve real-world problems.

## SKILLS

ARTIFICIAL INTELLIGENCE	< 1 year in Machine Learning, Deep Learning, Classification, and Deep Reinforcement Learning (No field experience here yet)
SOFTWARE ENGINEERING	1 year in Game Engines and Computer Graphics
ALGORITHMIC SKILLS	< 2 years (competitions)
PROGRAMMING LANGUAGES	C/C++, Python, Java
FRAMEWORKS	PyTorch, scikit-learn

## EXPERIENCE

May 2023 – Oct. 2023	<b>Software Engineer @The ENIGMA Team</b> , Remote Google Summer of Code 2023 program – <a href="#">Steam Workshop SDK/Third Party Integration For ENIGMA</a> <ul style="list-style-type: none"><li>– Led development and integration of Steamworks SDK into ENIGMA game engine by implementing 8+ different APIs for game developers to use.</li><li>– Designed an integrated layer between Steamworks API and ENIGMA's engine to unlock the full capabilities of Steam in games.</li><li>– Employed GTest for testing. Worked on improving ENIGMA's other systems such as Asynchronous System.</li><li>– Successfully passed Final Evaluation, <a href="#">Google Summer of Code 2023 Final Evaluation Report</a>.</li></ul>
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## PROGRAMMING CONTESTS ACTIVITY

Aug. 2022 – Sep. 2022	<b>ECPC Qualifications Contestant 2022</b> <ul style="list-style-type: none"><li>– Solved 2 problems in the first 30 minutes with zero penalty as individual contribution.</li><li>– Ranked 5<sup>th</sup> place with 3 problems solved.</li></ul>
Aug. 2021 – Sep. 2021	<b>ECPC Qualifications Contestant 2021</b> <ul style="list-style-type: none"><li>– Solved 2 problems in the first 100 minutes with zero penalty as individual contribution.</li><li>– Ranked 13<sup>th</sup> place with 3 problems solved.</li></ul>

## EDUCATION

Aug. 2019 – Present (June 2024)	B.Sc. in Computer and System Engineering, <b>Ain Shams University</b> , Egypt
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## OTHERS

- Implemented and compared between ANN and CNN models using MNIST dataset in a detailed analysis report inside [handwritten-numbers-classifier](#) repository.
- Contributed to multiple open-source organizations such as [ENIGMA Development Environment](#), [Flutter Community](#), and [Godot Engine](#).
- Co-organized open-source community at Ain Shams University and Cairo University to help newcomers enter the open-source world.
- Familiar with multiple other languages and frameworks such as Kotlin, Objective-C, Dart, JavaScript, HTML, CSS, MongoDB, MySQL, and Flutter.
- Participated in Google Cloud Facilitator Program '23.
- Hacktoberfest '23 winner.
- Love playing NOT watching Football.