Khaled Ashraf Mowad AI Engineer | Digital Twin Engineer

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Summary

Digital Twin and AI Engineer with expertise in Computer Vision (CV), Natural Language Processing (NLP), and Machine Learning (ML). Skilled in developing and optimizing AI models for real-world applications, including Object Detection, Image Segmentation, Text Analysis, and Digital Twin simulations. Experienced in Retrieval-Augmented Generation (RAG), AI Agents, and LLM fine-tuning using Hugging Face and PyTorch. Proficient in Python, TensorFlow, and deployment tools such as FastAPI and Docker, with a strong focus on 3D modeling, IoT integration, and data analytics.

Education

Faculty of Engineering, Kafr El-Sheikh University, Egypt

2019 - 2024

Major: Computing and Control Systems

Experience

Digital-Twin Engineering Intern - National Telecommunication Institute (NTI)

Feb 2025 - 2025 June

 Develop AI-driven 3D modeling, simulation, and data analytics solutions using Digital Twin technology.
 Integrate AI, Computer Vision, IoT, and NLP to enhance real-time system performance.
 Utilize Python, TensorFlow, PyTorch, and deployment tools for model development and optimization.

Machine Learning Engineer Intern

Apr 2024 - Sep 2024

 DEPI - Microsoft ML Track, Ministry of Communications and Information Technology, Egypt

Completed 200 hours of Machine Learning and Deep Learning training.

Python and Robotics Instructor (Freelance and On-Site)

Jan 2022 - Jun 2024

Designed and delivered Python programming and robotics curricula for children.
 Enhanced students' problem-solving skills through hands-on coding projects.

CyberFortNox - Graduation Project

• Developed a platform to detect, classify, and decrypt malware using Convolutional Neural Networks (CNNs).

Integrated encryption/decryption techniques to analyze malicious files.

Combined data analysis, cybersecurity, and deep learning to detect sophisticated threats.

AI Football - Computer Vision Project

 Built an end-to-end system to analyze football players movements using YOLOv8 for real-time player detection.

Generated heatmaps and Voronoi diagrams to visualize player activity and team dominance.

Implemented field layout detection to align with player positions.

Skills

- **Programming Languages:** Python
- Data Analysis & Visualization: Pandas, NumPy, Matplotlib, Seaborn
- Machine Learning:

Supervised Learning, Unsupervised Learning, Regression, Classification, Clustering, Model Evaluation, Cross-Validation, Model Tuning

• Deep Learning:

TensorFlow, Keras, PyTorch, CNNs, RNNs, LSTMs, Transformers, Transfer Learning, YOLO, Faster R-CNN, Hugging Face

• Computer Vision:

Object Detection, Image Segmentation, YOLOv8

• Natural Language Processing:

Text Preprocessing, Tokenization, Named Entity Recognition (NER), Sentiment Analysis, BERT, GPT, Transformers, **RAG**, Hugging Face

- Model Deployment: FastAPI, Flask, Docker, TensorFlow Serving, TorchServe, MLflow
- Digital Twin Technology:

AI Integration, 3D Modeling, IoT, MQTT, Data Analytics, Blender, Unity, NVIDIA Omniverse

- Additional AI Expertise: LLM Proxies, LLM Applications, LLM Fine-Tuning, AI Agents, MCP (Model Context Protocol)
- **Soft Skills:** Problem-Solving, Analytical Thinking, Debugging, Optimization

Certifications

- <u>Microsoft Machine Learning Engineer AI & Data Science Track (DEPI)</u>
 Ministry of Communications and Information Technology, Egypt (200 hours, 2024)
- Deep Learning for Computer Vision Udemy
- Convolutional Neural Networks with TensorFlow in Python 365 Data Science
- Transformers in Computer Vision Udemy
- Deployment of Machine Learning Models Udemy
- AI Agents using CrewAI Course Online
- Rag Online