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Projects

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About me

Welcome! I studied computer science at NYU and my research interests are in human-centered AI, example-driven program synthesis, and human-computer interactions. I am a Java programmer enthusiast. I love coding and have been doing it since I was 10. In my spare time, I tinker with various technologies and languages. When I am not coding, I am either knitting or creating 3D models with Blender 3D.

Coding Projects



Texture: Structure Identification Over Print and PDF Documents

Fall 2014 to 2019



SEER: Auto-Generating Extraction Rules from User-Highlighted Texts

Fall 2015 to 2017



FlashExtract Implementation with Node.js.

Fall 2014.
[Code.](#)



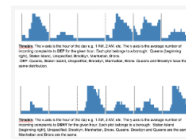
Hadith Visualization with d3.js.

Fall 2014.
[Code.](#)



Secure File Transfer with Dropbox and Python.

Spring 2016.
[Code.](#) [Slides.](#)



311 Data Analytics with MapReduce Tools.

Spring 2016.
[Code.](#)



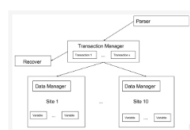
Encrypted Server and Client Chat with Python.

Spring 2016.
[Code.](#) [Slides.](#)



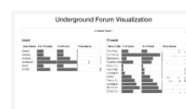
Reference Monitor with Python.

Spring 2016.
[Code.](#) [Slides.](#)



Serialized Database System Implementation with Java.

Fall 2015.
[Code.](#)



Underground Forum Visualization with d3.js.

Fall 2015.
[Code.](#)



Dalilah: The Arabic Dialect Guide, Google Chrome Extension.

Spring 2015.
[Code.](#) [Paper.](#)



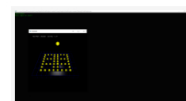
RSS Reader with PostgreSQL and Heroku.

Fall 2013.
[Code.](#)



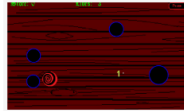
HTML5 Multplayer Shapes Game for Heroku.

Fall 2013.
[Demo.](#) [Code.](#)



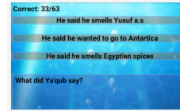
Pacman Animation with OpenGL C++.

Fall 2013.
[Code.](#) [Video.](#)



Ghostbusters Game for Android.

Summer 2013.
[Code.](#)



Quiz App for Android.

Summer 2013.
[Code.](#)



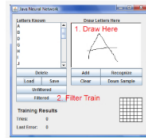
Tracing Arabic Letters App for Android on Google Play.

Summer 2012.
[Code.](#)



Connected Arabic Words for Android on Google Play.

Summer 2012.
[Code.](#)



Handwritten Recognition using Neural Networks in Java.

Fall 2011.
[Code.](#) [User Manual.](#) [Proposal.](#) [Slides.](#)



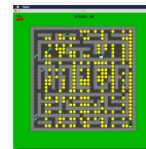
XOR using Neural Networks in Java.

Fall 2011.
[XOR Neural Network.](#) [Single Neuron.](#)



Huffman Encoding Compression Algorithm.

Fall 2011.
[Code.](#)



Java Applet version of Pacman Game with A* Algorithm Implementation.

Summer 2010.
[Code.](#)