Muhammad Hamdy AlAref
Computer Engineer

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EXPERIENCE

Teaching Assistant   *09/2019 – Present*
Zewail City of Science and Technology

- Co-teach and create new tutorial/lab material for courses; *Artificial Intelligence*, *Big Data Analytics* and *Programming Fundamentals*.
- Set up a *high-performance cluster* for large-scale computations.

Teaching Assistant   *09/2019 – Present*
Cairo University

- Co-teach *Pattern Recognition & Neural Networks* and *Operating Systems* courses.

Distributed Back-end Engineer   *07/2017 – 10/2017*
CAM² Project – Purdue University (remote)

- Researched the possibility of leveraging modern distributed big data frameworks for the *CAM²* project.
- Developed a distributed version of the *CAM²* back-end in *Python* using *Apache Spark*.
- Developed a *RESTful API* to unify access to the new back-end using *Flask*.
- Developed a web browser-based interface using *Bootstrap* as well as a command-line interface using *Click* for ease of use.

EDUCATION

Bachelor of Computer Engineering   *2015 – 2019*
Cairo University
Grade: *Excellence with Honors*

- Elected *Class Representative* for the senior year.
- Elected *Leader* of a 22-member team for an academic project in artificial intelligence (Scrabble-playing agent).
- Received *Certificate of Appreciation* from my class.

Self-Study
Online Platforms

- Project and Time Management *(UC Irvine, Coursera)*
- Mathematics for Computer Science *(MIT, OCW)*
- Python for Data Science *(UC San Diego, edX)*
- Software Construction in Java *(MIT, edX)*
- Software Security *(University of Maryland, Coursera)*
- Agile Development Using Ruby on Rails *(UC Berkeley, edX)*
- Cloud Computing Concepts and Applications *(University of Illinois, Coursera)*

LANGUAGES

English
Full Professional Proficiency

Arabic
Native Proficiency

MILITARY STATUS

Pending till April

SKILLS

Good with *Python*, *C/C++*, *Java SE*, *TypeScript*, *JavaScript*, *Linux*, *Git*, *Spark*, *Flask* and *LaTeX*.
Dealt with *Hadoop*, *Flink*, *OpenGL*, *Spring*, *SQL*, *NoSQL*, *Node.js*, *jQuery*, *Bootstrap* and *Heroku*.
Familiar with *Amazon Web Services*, *Google Cloud Platform*, *Kubernetes*, *Ruby on Rails* and *VHDL*.

ACADEMIC TEAM PROJECTS

Digitizer   *Graduation Project*
Low-price high-resolution CNC-based 3D scanner head using *laser triangulation* technology.
Sponsored by *Si-Ware Systems* and *ITIDA*.

House of Words   *Fall 2018*
Scrabble-playing agent with a front-end web client written in *C++* and *JavaScript*.

Crawler Man   *Spring 2018*
Crawler-based search engine written in *Java* using *Spring*, *jQuery*, *Bootstrap* and *MongoDB*.

Code Fight   *Spring 2018*
Cloud-based IDE for real-time code collaboration written in *TypeScript* using *Node.js*, *jQuery*, *Bootstrap* and *Socket.IO*.

Harvey   *Spring 2018*
Harvard architecture-based 5-stage pipelined microprocessor written in *VHDL*.

DCNN+   *Spring 2018*
Deep Convolutional Neural Network accelerator written in *VHDL*.

Autographer   *Fall 2017*
Photography post-processing application written in *Python* using *OpenCV* and *Kivy*.

Chess Hackster   *Spring 2017*
Real-life Harry Potter-style chess written in *C++* and *C#* using *Arduino* and *Raspberry Pi*.

Adaptive Binary Image Compression   *Spring 2017*
Lossless compression of binary images written in *C++*.

Restaurant Management System   *Fall 2016*
Point-of-sale implementation written in *Java* using *MySQL* and *JavaFX*.

Impossible Race   *Fall 2016*
Racing game written in *C++* using *OpenGL*.

Assymphony   *Fall 2016*
Multiplayer musical game written in *x86 assembly language*.

LogicSim   *Spring 2016*
Basic logic simulator written in *C++* using *SFML*.