

Education

University of Toronto

Sept 2021 - Present

Candidate for BAsC Computer Engineering, minor in Artificial Intelligence

- Relevant Courses: Computer Fundamentals(C), Programming Fundamentals(C++), Software Design and Communication(C++), Computer Organization(ARM assembly), Digital Systems(Verilog), Operating Systems(C), Algorithms and Data Structure, App. Fund. of Deep Learning, Distributed Systems, Computer Networks, Linear Algebra, Calculus (1, 2, 3), Probability
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Skills Summary

Programming Languages: Proficient in C++, C, Python, ARM Assembly, familiar with C#, Java, JavaScript, HTML, CSS, Verilog, and PyTorch.

Frameworks/Technologies/Environments: React, React Native, Linux, Windows, and Mac OS. Proficient in Git.

Hardware/Simulation: Experienced in working with hardware such as DE1-SoC (FPGA), and in simulation tools such as Quartus Prime, Monitor Program, MATLAB, Simulink, ModelSim, LTSpice, and Logisim

Languages: English (Professional working proficiency), French (Bilingual), Arabic (Native), and Spanish (Intermediate)

Extracurriculars: Student Ambassador (Electrical and Computer Engineering Faculty), High School Outreach Ambassador (Women in Science and Engineering)

Experience

Intern, Arch Insurance

May 2023 – August 2023

- Collaborate with the Underwriting team to propose strategies for reducing water loss, implementing risk mitigation measures, and researching affordable, high-adoption technologies (smart sensors, IoT),
- Assist in various projects on the Operations side, including process documentation, process mapping, and creation of multiple SharePoint sites on the local intranet.

Cloud Initiative, IEEE University of Toronto Student Branch

September 2023 - Present

Junior Engineer

- Collaborate in the Open Source Cloud Initiative, dedicated to enhancing cloud infrastructure for modern digital applications in partnership with UTMIST (University of Toronto Machine Intelligence Student Team)
- Lead cloud-focused and open-source educational workshops under senior engineer guidance, fostering connections with the open-source community.

Engineers Without Border, University of Toronto

September 2023 - Present

Impact Hackathon VP Logistics/Finance

- Plan and coordinate hackathon logistics and oversee budget planning and resource allocation.
- Manage event schedules to optimize student participation.

Cannonball Executive Team, University of Toronto

June 2023 - Present

Web & Tech Lead

- Design and optimize a comprehensive website featuring event information and streamlined ticket sales for Cannonball, an annual semi-formal event organized by the University of Toronto Engineering Society.
- Manage event themes, venue organization, and technical aspects to create an engaging experience for attendees.

Software Design and Communication, University of Toronto

Jan 2023 – April 2023

Software Development Team Leader

- Collaborating in a group of 3 to develop a C++ mapping application that optimizes travel for any city.
- Querying OpenStreetMap API and implementing STL data structures (vectors, hash maps, binary trees).
- Approaching travelling salesman problem using search algorithms (Dijkstra, A*).
- Creating dynamic graphical interface of map application with EZGL library.
- Effectively use modern software development tools, including revision control, debuggers, and unit tests.

GarbageFlow, UTMIST Hackathon

Mar 2023

- Collaborated with a team of 4 and used Python, TensorFlow, ResNet, and PyTorch to create a machine learning model for garbage image classification (plastic, glass, metal, cardboard).
- Built Flask web application for waste image uploads, offering recycling guidance.

ReachMe, NewHacks Hackathon

Nov 2022

- Developed a React Native group scheduling app, integrating Google Calendar and Maps APIs for live location view.
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Design Teams

Autonomous Rover Team (ART), University of Toronto Robotics Association

Sep 2022 – April 2023

Software Team Member

- Utilize ROS for code development, perform robot navigation and environment simulation.