

# NADINE EL-MUFTI

Canadian Citizen, residing in 📍 Montreal, QC

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## WORK EXPERIENCE

### **Climate Change AI Summer Program**

*Participant*

Montreal, Quebec

Jun 2024 – Present

- Participated in an AI for Climate Change program leveraging Machine Learning as a key driver of innovation alongside policy to strengthen environmental strategies and combat climate change across different sectors.

### **UX/UI Designer**

*Freelance*

Remote

Jan 2024 – Present

- Enhanced user engagement by creating visually stunning and highly functional user interfaces that balance beauty and usability.
- Translated business objectives into intuitive, user-centered design solutions through close collaboration with stakeholders.

### **Concordia University**

*Teaching Assistant*

Montreal, Quebec

Sep 2022 – Dec 2022

- Achieved consistent and fair grading for Concordia's User Interface Design course "SOEN 357" through meticulous project and exam reviews, ensuring a transparent evaluation process for students.
- Enhanced student critical thinking and problem-solving by providing constructive feedback, while encouraging creative ideation through supportive guidance and effective project management.

### **Applied Perception Lab**

*NSERC USRA Research Assistant*

Montreal, Quebec

May 2022 – Aug 2022

- Co-authored a conference paper for Medical Image Computing and Computer Assisted Intervention (MICCAI) 2022's Ethical and Philosophical Issues in Medical Imaging (EPIMI) workshop, presenting a comprehensive User-Centered Design approach to identify and address Ventriculostomy surgeons' workflow challenges, to improve surgical efficiency.

### **Zero Waste Concordia**

*Zero Waste Concordia Assistant*

Montreal, Quebec

Jan 2022 – Apr 2022

- Played a pivotal role in advancing Concordia's Zero Waste plan by supporting the implementation of waste reduction initiatives across campuses, including new recycling procedures and educational programs, with the goal of achieving 90% landfill diversion and 50% total waste reduction by 2040.

### **Concordia University**

*Surplus Reuse Coordinator*

Montreal, Quebec

Jan 2019 – Jul 2019

- Co-led the execution of the "Surplus Furniture Reuse" initiative within Concordia's Webster Library Transformation Project, utilizing an asset management system to facilitate efficient furniture tracking and redistribution to external parties.
- Contributed to the project's success, resulting in a 113% increase in study seats and a 27% increase in study space, addressing the growing student population's needs.

## PROJECTS

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### Improvements to the EEGNet Model ([Colab Notebook](#))

- Contributed to [open-source BCI](#) advancements by pioneering novel techniques (e.g., Transformer-inspired Temporal Positional Encoding) within the EEGNet architecture. This involved building a custom ETL data pipeline for comprehensive EEG [data processing and cleaning](#) using [pandas](#) for efficient data manipulation. By extracting raw data, transforming it through feature extraction techniques, and loading it into a usable format, this pipeline facilitated the integration of these novel techniques, ultimately enhancing model performance.
- Leveraged a Python environment and libraries like [SpeechBrain-MOABB](#) alongside [NumPy](#), and [Matplotlib](#) with [Seaborn](#) for informative data visualization to establish an efficient [data pipeline and visualization](#) tools. This robust pipeline facilitated streamlined processing, cleaning, and visualization of EEG data throughout The ETL (Extract, Transform, Load) process. The environment, running on a [Google Cloud Engine virtual machine \(GCE VM\)](#), allowed for rapid model development and analysis.
- Employed data augmentation techniques alongside rigorous hyperparameter tuning to optimize EEGNet models. This [data-driven approach](#), emphasizing the transformation stage within the [ETL pipeline](#), significantly improved model accuracy. Two models surpassed the benchmark, while others matched it, highlighting the potential of data engineering and augmentation for future BCI advancements.

### Mozna POS ([Preview Video](#))

- Co-led the collaborative development effort of Mozna POS over the course of 8 months, adhering to [Agile methodology](#) to incrementally enhance the product's features and functionality, ultimately securing second place in the Capstone People's Choice Awards.
- Utilized a [MERN](#) (MongoDB, Express.js, React, Node.js) [stack](#) and adhered to [MVC](#) (Model-View-Controller) [architecture](#) to ensure organized and efficient development.
- Implemented comprehensive testing strategies using [React Testing Library](#) and [Jest](#), ensuring the reliability and robustness of the entire application.
- Integrated [API](#) authentication using [JWT](#) (JSON Web Tokens) to enhance security measures and authenticate users effectively.
- Deployed the system on [AWS](#) utilizing [Docker](#) containers for each MVC view and leveraging [S3](#) for static asset storage. This ensured scalability, maintainability, and efficient resource utilization.
- Produced meticulous [documentation](#) for Mozna POS, collectively contributing to the project's success and facilitating seamless understanding and usability for stakeholders, developers, and end-users.

### RENT-A-TRUCK ([Data Model Document](#))

- Designed and implemented a centralized data architecture for RENT-A-TRUCK, integrating reservations, missions, drivers, trucks, licenses, invoices, payments, and taxes. This unified structure streamlined data management and facilitated efficient [data insertion, retrieval, and manipulation](#).
- Created a comprehensive [data model](#) including a high-level [conceptual diagram](#) and a detailed [logical model](#). This transparent model ensured clear understanding of the data structure.
- Developed and [normalized](#) a database schema using [BCNF](#) (Boyce-Codd Normal Form) with well-defined relations (tables).

## SKILLS

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HTML · CSS · JavaScript · React.js · Python · SQL · Data Modeling · Data Analysis · Microsoft Power BI · Tableau · Microsoft Office Suite · UX/UI · Interaction Design · Graphic Design · Adobe Creative Suite · Tech Stewardship · Environmental Stewardship

## EDUCATION

<b>Master of Computer Science   Computer Science</b> <i>Concordia University</i>	Montreal, Quebec Sep 2024 – Sep 2027
<b>Bachelor of Engineering   Software Engineering</b> GPA (3.67)   With Distinction <i>Concordia University</i>	Montreal, Quebec Jan 2019 – Jun 2024

## LICENSES & CERTIFICATIONS

<b><u>Tech Stewardship Certification</u></b> Issued by Tech Stewardship Network	July 2024
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## PUBLICATIONS

<b><u>User-Centered Design for Surgical Innovations: A Ventriculostomy Case Study</u></b> Lecture Notes in Computer Science — Volume 13755 · Dec 20, 2022
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## HONORS & AWARDS

<b>NSERC CGS M Award</b> Issued by Natural Sciences and Engineering Research Council of Canada	Apr 2024
<b>NSERC Undergraduate Student Research Award (USRA)</b> Issued by Natural Sciences and Engineering Research Council of Canada	May 2022
<b>Bourses d'Excellence for Engineering Scholarship</b> Issued by Quebec Ministry of Education	Jun 2022