

OMAR A. GHALEB

SOFTWARE ENGINEER · DATA SCIENCE

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Skills

Programming languages: C#, Java, Python, Tensorflow, MongoDB, ASP.NET, CSS, SQL, Swift, LaTeX.
IDEs and Frameworks: Visual Studio, Xcode, IntelliJ, Anaconda, Jupyter Notebook, AWS, Docker, Unity3D, Git/Github.
Personal Skills: Time Management, Team player, Self-learner, Self-motivation, Work Under Pressure.

Education

Carleton University

Ottawa, Canada

MASTERS IN COMPUTER SCIENCE

Sept. 2016 - Exp. May 2018

- **Thesis:** Novel Solutions and Applications to Elevator-like Problems
- **Coursework:** Learning Automata in Random Environment, Data Representation Learning, Advanced Algorithms, Mining Software Repositories, Evolutionary Computing and Artificial Life

KFUPM(King Fahd University of Petroleum and Minerals)

Dhahran, KSA

B.S. IN INFORMATION & COMPUTER SCIENCE

Jan. 2011 - May 2015

- **GPA:** 3.6/4
- Second Honor Standing

Experience

RemalVentures

Dammam, Saudi Arabia

SOFTWARE & GAME DEVELOPER

Dec. 2015 - July 2016

- Implemented a fully functional in-app store for a card game called Kammelna using Unity3D.
- Managed the process of app publishing in Apple & Android app stores.

ELM Company

Riyadh, Saudi Arabia

INTERN DEVELOPER

Jun. 2014 - Jan. 2015

- Launched a full website with user management system using ASP.NET, C#, CSS (<https://holom.elm.sa>).
- Coded a functional prototype of an iOS event manager app using Swift.
- Developed a web mail client that uses mail merge concept using ASP.NET.
- Implemented fixes to existing RESTful web services.

Projects

UDACITY DEEP LEARNING FOUNDATION NANO-DEGREE

- 2017 Predicting Bike Sharing Rides
- 2017 Image Classification using Convolutional Neural Networks
- 2017 Generating TV scripts using Recurrent Neural Networks
- 2017 Generating faces using CNN

Udacity

UNIVERSITY PROJECTS

- 2017 MSR Mining Challenge
- 2017 Learning Automata For Elevator Problem
- 2016 Poker Hand Classification Using Neural Networks

Carleton University

Interests

Academia: Deep Learning, Machine Learning, AI, Learning Automata

Sports: Swimming (Medalist), Soccer, Basketball, Volleyball, Jogging

Outdoor Activities: Hiking, Scuba Diving, Rock Climbing, BBQ

Other: Reading, Playing Piano