

Ahmed Abdul Saad

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EDUCATION

American University of Sharjah

Bachelor of Science in Computer Engineering

Sharjah, AE

May 2023

- Awards: Outstanding Student Scholarship Award, Hamid Jafar Scholarship Award, Undergraduate Research Grant Award

WORK EXPERIENCE

Al Ghurair Investment

Software Engineering Intern

Dubai, AE

June 2022 - August 2022

- Developed an e-commerce web app using ReactJS and APIs built on Strapi.
- Tested websites and applications leading to a decrease in bugs by 70% using software testing methods.
- Demonstrated strong technical skills in database administration using MariaDB, and proficiency in multiple content management systems such as Strapi and HCL Dx.
- Practised rapid software development using the Agile / Scrum lifecycle.

PROJECTS

Machine Learning Pipeline for Fault Detection of Jet Engine Rotors

Sharjah, AE

Senior Design Project

Sept 2022 - Present

- Designed a machine learning pipeline for fault detection of jet engine rotors using MLOps practices.
- Integrated the ML pipeline with the software development lifecycle, using AWS EC2, DynamoDB and SNS enabling rapid and scalable deployment of fault detection systems in production environments.
- Built a mobile application with Flutter for users to view and update the status of rotor faults and repairs.
- Successfully secured AED 5000 as the Undergraduate Research Grant Award from AUS.

Personal Portfolio Website & Blog

Dubai, AE

Personal Project

Nov 2022 - Jan 2023

- Developed a personal portfolio website using Next.js and designed with Tailwind CSS.
- Implemented a blog on the website with Hygraph's GraphQL CMS as the backend.
- Utilized server-side rendering (SSR) and incremental static regeneration (ISR) in Next.js to build a fast and scalable website.

Bug Tracker Android App

Sharjah, AE

Course Project | Mobile Application Development

Fall 2022

- Developed a bug tracker Android app using Java and the Firebase platform, allowing users to report and track bugs in software or other systems.
- Implemented user authentication and a cloud-based database using Firebase services, enabling users to create accounts and access/modify their bug reports.

Automated Vehicle Detection and Tracking using OpenCV and YOLO

Dubai, AE

Personal Project

June 2022 - July 2022

- Developed a computer vision system using OpenCV and YOLO in Python, to count the number of vehicles passing on a road.
- Utilized image processing and object detection capabilities to analyze video footage and identify vehicles in the frame, incrementing a count for each vehicle that passes by.
- Implemented real-time analysis of recorded footage, with the ability to display results on the screen.

Virtual Reality Bowling Game

Sharjah, AE

Course Project | Virtual and Augmented Reality

Fall 2022

- Developed a VR bowling game using Unity3D and C#, allowing players to experience bowling in a fully immersive environment.
- Implemented realistic physics-based gameplay that accurately simulates the ball's movement and collision with the pins, using a variety of ball sizes and weights.

SKILLS

Languages: Javascript, HTML, CSS, Python, C++, Java

Frontend: React, Next.js, Tailwind CSS, Three.js

Backend: Express, AWS, Postman, MariaDB, DynamoDB

ML/AI: Keras, TensorFlow, Brain.js

CERTIFICATIONS: AWS Cloud Practitioner Essentials - July 2022