Samer Samy Nazzir Meggaly Makary

Current Residence
Alexandria, Egypt

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Date of birth: 05 December 1990

EDUCATION

Alexandria University, Faculty of Engineering **September 2007 - July 2012**
Major: **B.Sc. Computer and Systems Engineering**
Grade: **Very Good with Honors** (82.91%) - GPA: **3.499** / 4.0

WORK EXPERIENCE [1]

Software Engineer at Webalo [Egypt/USA] **07/01/2016 - Present**
Using **Java** to maintain and extend Webalo solution for mobilizing enterprise data.

Software Engineering Intern at Google, Inc. [USA] **08/08/2015 - 10/31/2015**
Part of the gTech Publishers team working on integrating sentiment prediction into Google's partners management tool. Responsible for the design and implementation of the new feature using **Python** and **AngularJS**.

Software Engineer at Wireless Stars, Inc. [Egypt/Indonesia] **10/20/2013 - 05/01/2015**
Part of the team responsible for the design and implementation of EYE360 Augmented Reality application using **Unity3d**.
Later, I joined ARTS team responsible for developing a traffic-congestion estimation system based on mobile-devices data analytic. Building an **Android SDK** for data collection. Also assisting in the development of a back-end data processing systems in **Java**.

Teaching Assistant at Alexandria University SSP **09/01/2012 - 01/01/2013**
Teaching Introduction to Databases and Numerical Analysis courses.

Game Developer Trainee at Innuva, IT **07/01/2011 - 09/01/2011**
Game design and implementation using **Unity3d** game engine. The project involves creating a 3D shooting game for Web and Android platform. The game logic is being implemented using JavaScript for Unity3d.

ONLINE COURSES [2]

- Edx - ColumbiaX: CSMM.102x Machine Learning
- Edx - ColumbiaX: CSMM.101x Artificial Intelligence
- Udacity - Introduction to AI for Robotics
- Coursera - Machine Learning
- Coursera - Coding the Matrix
- Edx - Scalable Machine Learning
- Coursera - Programming Languages
- Coursera - Introduction to Functional Programming in Scala
- Coursera - Introduction to Cryptography
- Udacity - Applied Cryptography
- Coursera - Introduction to Recommender Systems
- Coursera - Algorithms Design and Analysis

[1] References are available upon request
[2] Certificates are available upon request

TECHNICAL SKILLS

- Programming Languages: **Java**, Python, and C/C++.
- Database: MySQL and Postgresql with PostGIS.
- Frameworks: Unity3d and Android.

ACADEMIC PROJECTS

- **Java**
  - **Documents Clustering with Semantics-based Similarity**: Developing a Semantic-based similarity metric for Arabic documents. The approach was then used for clustering news articles using different clustering algorithms like DBSCAN and Mitosis.
  - **Split TCP**: Implementing a simplified version of Split-TCP protocol for wireless ad-hoc networks to improve the performance.
  - **Queuing System**: Implementing the back-end part of customers queuing system, where the system receives the request of the customers and assign each customer to a terminal to get serviced.
  - **Mini OS**: Implementing the basic components of an operating system like I/O handling and processes scheduling.
- **C/C++**
  - **eVoting System** (under Linux): Implementing the principles of the **Application Layer HTTP** client/server requests using Socket connection over **TCP** and **UDP**.
  - **SIC/XE Assembler** (under Windows): Prototype for assembler that produces the op-code of an assembly program.
  - **Concepts of Operating Systems** (under Linux): Concepts of processes, threads, and concurrent programming.
- **Mobile Development**
  - **Remote Presenter**: An application for mobile that allow the user to control PowerPoint presentation remotely. The application was developed for **Android** platform.
  - **Bomber-Man**: An implementation for the Bomber-man game with **J2ME**.
  - **HTTP-Requests**: A **J2ME** midlet that browses documents stored at a remote server.
- **Web Development**
  - **Shop Store** (JSP and Servlets): On-line shopping systems maintaining customers' orders and products inventories.
  - **College Module** (PHP): A website for TAs and students to connect.
  - **Service Meeting Website** (PHP): Website with **Arabic** content and data. Allowing the user to maintain the attendance to the meeting.
  - **Space Invaders** (JavaScript): A 2D space invaders web game. It was implemented using HTML, CSS, and JavaScript libraries like jQuery and gameQuery. The game is hosted at SourceForge
- **MATLAB**
  - **Numerical methods**: Implementing algorithms for solving equations and their simulation.
  - **Machine Learning**: Implementing techniques and algorithms like Linear and Logistic Regression, Neural Networks, K-Means clustering, and Gaussian anomaly detection.