

EDUCATION

- **Alexandria University, Faculty of Engineering** Egypt
B.Sc. Computer and Systems Engineering GPA: 3.49 / 4.0 Sep 2007 – Jul 2012

EXPERIENCE

- **Webalo** Los Angeles, CA – Alexandria, Egypt
Software Engineer Jul 2016 - Present
 - **System design and implementation:** [Webalo](#) provides a platform for no-code mobilization of heterogeneous enterprise data sources.
Participate in leading, design, implementation and troubleshooting of various system features.
Utilizing **Java** among other technologies.
 - **Unit & Integration Testing:** Spearheaded the effort to setup and design system testing frameworks for developing integration tests.
Utilizing **TestNG** and **Mockito** for module testing and **Selenium** for end-to-end testing.
Automated system build and testing through **Jenkins**.
- **Coptic Academy (NGO)** Remote
Part-time Back-end Engineer May 2017 - Oct 2018
 - **CPlanner:** Maintain RESTful data-serving back-end for [Coptic Planner mobile](#) app. Responsibilities include REST API extension using **Spring Boot** and Hibernate, deployment to production server and bug troubleshooting/fixing. Optimization of back-end operations and SQL queries.
 - **CMentor:** Setup, design, and implement a POC of RESTful back-end for [Coptic Mentor mobile](#) app using Spring Boot and Hibernate.
 - **Batch Processor:** Design and implement data batch-processor driven by cron jobs for consuming system data, via optimized SQL queries, and delivering custom notification in **Java** and shell scripts.
- **Google** Mountain View, CA
Software Engineering Intern Aug 2015 - Nov 2015
 - **Sandlot:** As part of the G-Tech team, integrated sentiment prediction into Google's partners management tool. Responsible for the design and implementation of the new feature using **Python** and **AngularJS**.
- **Wireless Stars** Indonesia – Egypt
Software Engineer Oct 2013 - May 2015
 - **ARTS:** System for road traffic estimation based on user cell-phone data analytics. Building **Android** SDK for location and sensor data collection.
Assist in the developing of back-end data processing system using **Java Spring Boot** and data pipeline through Apache Camel.
 - **EYE360:** Augmented reality application providing bi-directional user interaction built using **Unity3D** and Qualcomm Vuforia SDK
- **Alexandria University** Alexandria, Egypt
Teaching Assistant Sep 2012 - Jan 2013
 - **In SSP:** Teaching Introduction to Databases and Numerical Analysis courses.
- **Innuva, IT** Alexandria, Egypt
Game Developer Trainee Jul 2011 - Oct 2011
 - **3D shooting game:** Game design and implementation using **Unity3d** game engine. The game logic is being implemented using JavaScript for Unity3d.

ONLINE COURSES

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

ACADEMIC PROJECTS

- **Documents Clustering with Semantics-based Similarity** – [Java]
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** – [Java]
Implementing [Split TCP](#) protocol for wireless ad-hoc networks to improve performance.
- **eVoting System** – [C++ over Linux]
Implementing the principles of the Application Layer HTTP client/server requests using Socket connection over TCP and UDP.
- **Machine Learning** – [MATLAB]
Implementing techniques and algorithms like Linear and Logistic Regression, Neural Networks, K-Means clustering, and Gaussian anomaly detection.