



## ABOUT ME

As a highly motivated computer engineer, I am confident in my skills in software engineering and academic research proving valuable to any team. Seeking to Create tailored solutions to novel problems.

Self Introduction Video 

## EDUCATION



**The American University in Cairo (AUC)**  2017-2022  
 Cairo

- > BSc in Computer Engineering
- > Graduated with High Honors. GPA: 3.6/4.0

**International School for Elite Education**  2011-2017  
 Cairo

- > Graduated with High Honors

## SELECTED PROJECTS

**Machine learning based decompiler**   2021-2022



Python

Pytorch

Graph ML

Anaconda

- > Transformer based decompiler targeting android.
- > Novel tree graph generator for AST representation.
- > Designed to be a forensic malware tool.

**Persistence of vision display**   2021

Embedded

C



STM32

ESP32

HAL

ESP-IDF

- > Created high speed fan display and embedded system to fulfill millisecond timing constraints.
- > Featured embedded web server for user accessibility.

**Machine learning library from scratch**   2021



Python

CUDA

Deep NN

CNN

- > CUDA accelerated ML library.
- > Implemented training and inference framework for deep neural networks and convolutional neural networks.



**Distance sensor from scratch**   2021

Embedded

C

STM32

- > Ultrasonic distance sensor.
- > Reverse engineered market boards to create a more accurate sensor.



**RISC-V microarchitecture**   2021

Verilog

RISC-V ASM

Xilinx

- > Implemented 6 pipeline RISC-V microarchitecture on an FPGA in Verilog fulfilling specification requirements.

**Pacman clone**   2018



C++

OOP


SFML





- > Recreated first 3 levels of Pacman.
- > Complete with level editor and online user scoreboard.



## EXPERIENCE

**Graduate teaching assistant**  2022-present  
 AUC



- > Taught CUDA and parallel programming concepts to students in GPU computing course.
- > Orchestrated deployment of standardized docker environment for students.

**Undergraduate teaching assistant**  
 AUC



- > Assembly&Comp Organization  2021-2022
- > Computer Architecture  2020-2021
- > Department Tutor  2019-2020
- > Programming Fundamentals  2018-2020

**Lead research assistant**  2020-2021  
 AUC

- > Led team of 4 to create a process that builds application specific RISC-V based CPUs.



**AI development intern**  2020-2021  
 Tod-Z (remote)

- > Led AI and machine learning development.
- > Built entire machine learning stack from concept to training to deployment on AWS.



**Intern**  2020  
 Agile technologies (remote)

- > Built web store using OutSystems.
- > Regularly communicated for quality assurance.

## EXTRACURRICULAR

**ROV media head**  2017-2019  
 AUC

- > Led team of 5 to market and document Robotics club's remotely operated vehicle events.
- > Photographed and documented dozens of events and directed 4 marketing videos.

**Assistant media head**  2017  
 AUC insider

- > Lead photographer for AUC news paper.
- > Published over a dozen photographs covering local events.

## PUBLICATIONS

**A Neural Generation Framework for Android De-compilation (Abdelsalam, et al.)**  2022

- 📍 AAAI (under review)
- Completed Bachelor thesis
- Created a novel method for tree graph generation.
- Applied the novel method and transformer translation to Android decompilation.

**Dive, Eat, Sleep & Repeat**  2022

- 📍 Busniess Monthly Magazine
- Wrote an article on diving in the red sea during shark season.
- Released in the 2022 august issue of Business monthly.

**Application specific chisel unused hardware opti-mizer**  2020-2022

- 📍 (in progress)
- Working on framework to optimize out unused hard-ware according to application use case in chisel.

## LANGUAGES (Lines of Code)

Python(38k)	C++(35k)	LaTeX(25k)
Verilog(5k)	Kotlin(2k)	Rust(2k)
Dart(2k)	Javascript(2k)	Bash(1k)
SQL(1k)		

## HOBBIES

**Recreational scuba diver**

- Licensed 2-star CMAS scuba diver.
- Over 200 dives in the red sea since 2009.

**PC enthusiast**

- Built own liquid cooled computer.
- Administering homelab with file, surveillance, DNS servers.

**3D printing enthusiast**

- Designed own 3D printed robot components.

**Travel**

- Traveled to most of Europe, the U.S.A, the Middle East and Africa

## COMPETITIONS

**HackTrick Hackathon**  2022

- 📍 DELL EMC
- Built a reinforcement learning model to compete in material pipeline optimization challenges.

**ICPC ACM**  2019

- 📍 AUC
- Entered local ICPC ACM.
- Was the youngest participant.

**Code Geist Hackathon**  2019

- 📍 Seft Wahed
- Created an app and its pitch in 72 hours.
- Collaborated in a team of 4.
- Developed a platform to address littering.

**MATE ROV**  2017-2019

- 📍 MATE
- Joined university's Remotely Operated Vehicle team.
- Contributed to circuit and mechanical design.

**Science Fair**  2014

- 📍 Student Expo
- Won first place at high school level with a 4 wheeled remote controlled robot featuring a 3-axis arm.

**SKILLS** ➤ Git VCS Linux Docker

**LANGUAGES** ➤ English (native) Arabic (native)