

Souleiman Ayoub

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SUMMARY

- Software Engineering student at Polytechnique Montreal
- Have been programming for 7 years now
- Expecting to graduate in Dec 2021
- Familiar with the Agile and Devops practices
- Honest, hard-working, passionate and ease in interpersonal relations

EDUCATION

Polytechnique Montreal <i>Bachelor in Software Engineering</i> <ul style="list-style-type: none">• Recipient of the Admission Excellence Scholarship• Mention of Excellence for outstanding performance (GPA : 3,57)• 82 credits completed	Montreal, Canada Aug. 2018 – Present
College Bois-de-Boulogne <i>DEC in Computer science and mathematics</i>	Montreal, Canada Aug. 2016 – May 2018
Beaubois <i>High School</i> <ul style="list-style-type: none">• Programmed alone a chess engine with Xojo that records move, let's the user undo a move and let's you choose your game mode (Bot/Human vs Bot/Human)	Montreal, Canada Aug. 2011 – May 2016

EXPERIENCE

Software engineering internship <i>Mitacs in collaboration with Eduplan Solutions</i> <ul style="list-style-type: none">• Development of a Flask REST API whose purpose would be to input students profiles to recommend goals and means for them using machine learning• Made many AI models and compared them with each other by basing their performance on different metrics• Documented the algorithms and strategies used and gave oral reports on the progress of the work• Accessed the database through SQL• Gave my opinion on the UI and the security of the platform during the weekly meetings	Summer 2020 Montreal, Canada
Initiation to research <i>Polytechnique Montreal</i> <ul style="list-style-type: none">• Goal : Brain segmentation on newborns from 3D MRI scans using machine learning in computer vision• Automated the download of the database (web scraping)• Documented the code vigorously	Sept. 2019 – May 2020 Montreal, Canada
Research assistant <i>Shriners Hospitals for Children</i> <ul style="list-style-type: none">• Creation of a native Android application to help children become familiar with their handicap by playing instructive games• Made the whole app UI/Logic	Summer: 2017 – 2018 Montreal, Canada
Tutor in Computer Science, Mathematics and Physics <i>College Bois-de-Boulogne</i> <ul style="list-style-type: none">• Helped classmates understand the content of their classes and helped adults learn programming• Planned which exercises they should do for the next meeting• Wrote reports of their progress to the administration	2017 – 2018 Montreal, Canada

PROJECTS

Co-founder of Unilinks | *Ionic, Angular, Firebase*

- Cross-platform Progressive Web App (IOS, Android, Web) which aims to highlight the interuniversity events of different associations.
- 60 downloads

Embedded Systems – First Year Project (INF1900) | *C/C++, Makefile*

- Programmed with my team a line following robot that can also detect line patterns with sensors, detect boxes and move with precision

ChessAI | *Python, Pygame*

- Reprogrammed the chess engine that I made in high school but with a much better architecture and in another language
- Better AIs made from scratch: Supervised ML algorithm and Alpha-beta pruning

Housing website | *Angular, Firebase, Bootstrap*

- I made a website that showcases some of the buildings my parents own
- Dynamic so that they can easily make modifications without having to program

TECHNICAL SKILLS

Languages: Python, Java, Javascript, C/C++, Julia, HTML5/CSS, XML

Frameworks: Ionic, Angular, React Native, Node.js, Flask, Django

COMPETITIVE EVENTS

2nd place in a CEGEP math competition (COMC)

2nd place in a pitch competition at Polytechnique for presenting Unilinks

5th/115 in a HackerRank competition in my university

Chess: I won a regional and provincial tournament in my division and I am rated 1714 on lichess.org

Hackathons: I participated in numerous hackathons

- **Google Tech Challenge**
- **McGill Physics Hackathon:** Angular velocity in arbitrary dimensions (on github) 4th place
- **AI Hackathon at UdeM** 6th place
- **HackQC** (3 days): environmental website that took data from a database and used a back-end made with Django
- **ConcordAI Artificial Intelligence Hackathon**
- **LHGames**
- **Hackathon BDC**
- 2 Capture The Flag

References Available Upon Request