# ZEYAD SHUREIH

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## Work Experience:

- **XAI Project Assistant,** Oregon State University Explainable AI Group
  - **February 2020 – Present**
  - Developed Python scripts to detect failures in an intelligent Starcraft 2 agent
  - Collaborated with faculty and graduate students in designing and developing the visualization of a model-based StarCraft 2 agent's decision tree
  - Designed and implemented an event-logging and user-state recovery system using front-end Javascript
  - Converted an Electron based desktop application into a Google App Engine hosted web application with a Node.JS and Google Cloud Storage backend
- **Software Development Intern,** Oregon State Center for Applied Systems & Software
  - **April 2019 – February 2020**
  - Collaborated with a small team to build full stack web applications along with micro services
  - Built products using the ASP.NET Core stack in an Agile workflow
  - Communicated with clients thoughtfully with regards to project progress and impediments
  - Configured IIS web servers to host web applications and APIs
- **Undergraduate Robotics Research,** Oregon State University
  - **December 2018 – June 2019**
  - Built graphical representations of robot generated maps by leveraging existing segmentation packages in Python
  - Mapped simulated and physical rooms with Pioneer Robots and Robotics Operating System

## Education:

- Oregon State University**, Honors College - GPA:** 3.62
- **BS Computer Science** - Applied Machine Learning Option - **Expected Graduation: 2021**
- **MS Computer Science** - **Expected Graduation: 2022**
- Relevant Courses Completed:
  - **Data Structures** - Trees, Linked Lists, Queues, Stacks, Hash Tables
  - **Web Development** - HTML5, Node.JS/Javascript, MongoDB
  - **Software Engineering** - Agile, Unit Testing, Source Control
  - **Operating Systems** - Parallel Processes, x86 Architecture, Bash Scripting
  - **Databases** - Relational Databases, Schema Diagrams, MySQL, Stored Procedures, Queries
  - **Analysis of Algorithms** - Sorting, Recurrence, Dynamic Programming, Greedy Algorithms, Graphs, Heuristics and Approximation
  - **Machine Learning and Data Mining -** Bayesian Networks, Decision Trees, Clustering, Support Vector Machines
  - **Artificial Intelligence** - Search Algorithms, Minimax, Pruning, Bayesian Networks

## Personal Projects:

- **Machine Learning of Common Sense Physics to Solve Dynamic Physics Puzzles,** Undergraduate Thesis
  - Developing a forward prediction model from object encodings and computer vision techniques using PyTorch
  - Object features and simulation images generated with Facebook's PHYRE simulator