ZS

Zeyad Shureih

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OBJECTIVE

Artificial Intelligence Engineer with 3+ years of research experience looking for full time employment post-graduation with my M.S. in Computer Science in June 2022

SKILLS

Languages

Python – 3 years

C / C++ / C# - 3 years combined

Javascript – 3 years

Java – 1 year

Machine Learning Tools

OpenCV – 2 years

Numpy – 2 years

Pytorch – 1 year

Tensorflow/Keras – 1 year

Simulators and Engines

ROS – 2 years

Pybullet – 1 year

Airsim – 6 months

Backend Development

Node.js – 3 years

ASP .NET Core – 1 year

Flask – 1 year

Frontend Development

React – 1 year

EDUCATION

M.S in Computer Science | Oregon State University
- September 2020 – June 2022
- GPA: 3.8

Honors B.S in Computer Science | Oregon State University
- September 2017 – June 2021
- GPA: 3.66

EXPERIENCE

January 2021 – PRESENT
Graduate Research Assistant - AI Software Engineer • Oregon State University
Developed intelligent agents to solve complicated computer vision, physical reasoning, and interactive robotics problems to be presented to and evaluated by DARPA scientists. Delivered a top scoring physical hypothesis generator that recreates observed objects in a physics engine to predict object dynamics.

February 2020 – January 2021
Undergraduate Research Assistant • Oregon State University
Designed and developed interfaces to communicate Q-learning based decision tree models, trained to play StarCraft2, to user-study participants. Migrated offline application to Google Cloud Service hosted web-application. Implemented and tested a user-state logging system in Javascript to allow research participants to recover their progress in case of network malfunction.

April 2019 – February 2020
Full-Stack Software Development Intern • Center for Applied Systems and Software
Developed a full-stack web application, designed microservice APIs, and managed both application and database deployment for the Oregon State Construction Contractor's Board. Migrated existing paper methods for certification approval to newly developed web-platform.

December 2018 – April 2019
Undergraduate Robotics Research Assistant • Oregon State University Collaborative Robotics and Intelligent Systems Institute
Utilized existing computer vision techniques to segment robot generated environment maps to allow for multi-agent responses to natural disasters. Used ROS to navigate and map physical environments with Pioneer robots.

PUBLICATIONS

“Solving Physical Reasoning Problems in Simulated Environments,” Oregon State Honors Thesis, 2021
“VIVA – Interfaces for Video Search and Browsing,” Senior Capstone –Pending Review, 2021
"Identifying Reasoning Flaws in Planning-Based RL Using Tree Explanations,” CHASE, 2021