

I am a motivated and self-driven learner with a growing foundation in **Artificial Intelligence, Machine Learning, and Data Analysis**. Skilled in **Python, data processing, and model experimentation**, with a strong eagerness to apply AI techniques to real-world challenges. Passionate about continuous learning, problem-solving, and contributing to innovative AI solutions.

Experience

Route | AI & ML Trainee

Cairo, Egypt | 07.2025 – Present

I am currently pursuing an intensive AI & Machine Learning diploma at Route Academy, covering the full AI development lifecycle: data preprocessing, feature engineering, model building, training, and optimization. Hands-on projects and real-world case studies to design AI solutions for business and societal challenges.

Huawei ICT Academy – Cairo University | AI Trainee

Giza, Egypt | 07.2025 – 08.2025

Completed the Huawei HCIA–AI V3.5 certification program, mastering AI fundamentals, Python programming, neural networks, and MindSpore tools. Conducted practical labs and projects to design, train, and deploy AI models for real-world problems.

Education

Cairo University | Bachelor of Computer Science

Giza, Egypt | 09.2023 – Anticipated Graduation: 08.2027

Major: AI | **Relevant Coursework:** Data Structures & Algorithms, Artificial Intelligence, Machine Learning, Database Systems, Software Engineering, Probability & Statistics | **Extracurricular Activities:** Member of Cairo Coders Club and AI Community, participated in FinYology competition 2025 | **Cumulative GPA:** 3.75 / 4.00 (Ranked 2nd in cohort)

Technical Skills

- **Programming:** Python, Java, C++
- **Machine Learning:** Supervised & unsupervised learning, deep learning (TensorFlow, PyTorch, Keras)
- **Data Analysis & Visualization:** Pandas, NumPy, Matplotlib
- **Statistics & Math:** Probability, Hypothesis testing, Regression, Linear algebra
- **Databases:** Relational (Microsoft SQL)
- **Computer Vision:** CNNs
- **Web Development:** HTML, CSS, Javascript, Django Framework

Soft Skills

- Problem-Solving
 - Collaboration & Teamwork
 - Leadership
 - Perfection
 - Curiosity & Continuous Learning
- Creativity & Innovation
 - Adaptability
 - Communication
 - Time Management
 - Analytical & Critical Thinking

Certificates

- **HCIA-AI V3.5 Course** – Huawei ICT Academy, Aug 2025
- **AI Career Essentials** – ALX, Apr 2025
- **Online Career Directions Program** – EFE, Mar 2025
- **Database Fundamentals** – MaharaTech, Feb 2025
- **The Principles of Writing Clean Code** – MaharaTech, Feb 2025
- **AI for Beginners** – HP Life, Jan 2025
- **Web Development Certifications** – MaharaTech(HTML, CSS, Javascript), 2025
- **Programming Language Certifications** – Various (C++, Python, Java), 2024–2025

Projects

- **OncoVision – Brain Tumor MRI Classifier – Deep Learning Model | Python (TensorFlow/Keras):** *July 2025*
Designed and trained a **custom CNN** to classify brain MRI scans into four categories (no tumor, glioma, pituitary, meningioma), achieving **99.3% accuracy**. Applied preprocessing, data augmentation, and model optimization techniques to improve generalization and reliability.
- **Click & Cook – Recipe Finder Website | Django, HTML, CSS, JavaScript, SQLite3:** *April 2025- July 2025*
Developed a **full-stack recipe management platform** with authentication, admin and user roles, and personalized features such as favorites, reviews, and profile editing. Integrated **secure signup/login with email confirmation**, advanced search (by name, ingredient, or mood), and a responsive UI with dark/light mode support.
- **SortGenius – Sorting Application | C++:** *March 2025*
Built a dataset sorting tool in C++ supporting **9 algorithms** (Quick, Merge, Radix, Bucket, etc.). Added **dataset validation** (int, double, string) and **predefined test cases** for benchmarking. Enabled **performance comparison** across algorithms to analyze efficiency.
- **Tic-Tac Domination – Multi-Variant Board Game Platform | C++:** *November 2024- December 2024*
Engineered a **console-based board game manager** supporting **8 different Tic-Tac-Toe variants** (e.g., Ultimate, Numerical, Word, Four-in-a-Row). Implemented **AI-driven smart players**, random computer opponents, and human input validation within an extensible framework for scalable game expansion.
- **Visual Vortex – GUI-Based Photoshop Alternative | C++ (Qt Creator):** *September 2024- October 2024*
Built a feature-rich **image editing application** with an intuitive GUI, supporting **27 advanced filters** (color effects, frames, editing tools, misc). Implemented core functionality such as undo/redo, multi-filter stacking, light/dark mode, and image property insights for enhanced user experience.
- **SecureX – Cipher & Decipher Application | C++:** *March 2024*
Developed a command-line encryption/decryption tool implementing **10 classical ciphers** (Atbash, Vigenère, Rail Fence, Affine, XOR, etc.). Designed an interactive menu system to process user input, validate messages, and display results in real time.