

Mostafa Saher

Computer Engineer

A professional, multi-talented, curious and eager Computer Engineer that's hungry to learn something new daily and gain experience to further develop his character, career and skills.



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EDUCATION

Bachelor of Science, Major in Computer Engineering, Minor in Computer Science American University Of Sharjah (AUS) 📄

09/2016 - 06/2020

Some Relevant Courses

- Computer Security
- Computer Networks
- Design and Analysis of Algorithms
- Virtual and Augmented Reality
- Machine Learning and Data Mining
- Mobile Application Development
- Operating Systems
- Software Engineering

WORK EXPERIENCE

Intern Game Developer Hybrid Humans

06/2019 - 08/2019

Abu Dhabi

A creative independent indie game developer based in the UAE. They are dedicated to crafting memorable, and exciting gaming experiences.

Achievements/Tasks

- Developed a mobile game.
- Used C# and Unity game engine.
- Researched components for an arcade machine.

Machine Learning Teacher's Assistant American University of Sharjah

01/2019 - 05/2019

Sharjah

Achievements/Tasks

- Graded 34 assignments and quizzes on weekly basis.
- Assignments were written in Python and SkLearn library.

Computer Club Treasurer American University of Sharjah

09/2019 - 12/2019

Sharjah

The Computer Club is a long running club in AUS and has always provided students with useful workshops, talks, panels, competitions and other events.

Achievements/Tasks

- Organized 4 events for the club members.
- Was able to organize all events under the allocated budget.
- Invited guest speakers from Red Hat to give a talk to the students about the open source community.

TECHNICAL SKILLS

Java C++ Python C# C HTML CSS

SQL NoSQL Swift Unix Linux Windows

Raspberry PI Android Studio MongoDB Unity

SciKit Learn

PROJECTS

Arab COVID Visuals (10/2020 - 10/2020)

- A script that I built to show COVID-19 data and statistics on interactive maps and graphs.
- Was implemented using Python.

ASIM the Hospital No-show Stopper (09/2019 - 05/2020)

- An application that deals with the no-show problem at hospitals by using machine learning and data mining techniques.
- Implemented using Flutter, HTML, CSS, JS, Python, nodeJs, mongoDB and SKlearn.

Cyber-Bullying Detection Using Sentiment Analysis (01/2020 - 05/2020)

- Detecting Cyber-bullying on websites such as twitter and facebook using machine learning classifiers.
- Implemented using Python, SKlearn and twitter API.

Labserve (09/2019 - 12/2019)

- An Android mobile application that informs students about the availability of labs and allows them to reserve them in real-time.
- Implemented using Android Studio, Java and Firebase real-time databases.

Maze Runner (09/2019 - 12/2019)

- A VR reality game where the player has to escape a number of mazes and by avoiding traps.
- Implemented using Oculus Rift, Unity 3d and C#.

Smirror the Smart Mirror (09/2019 - 12/2019)

- Created a smart mirror that shows the time and weather conditions, using LED's, temperature sensors, ADC's, cameras and RFID.
- Implemented using Python and Raspberry pi.

Bug Squash (09/2018 - 12/2018)

- A derivative of the "Whack-a-mole" game, this game engages players in squashing bugs when they make an appearance.
- Implemented using Arduino, Java and C.

LANGUAGES

English
Native or Bilingual Proficiency

Arabic
Native or Bilingual Proficiency