

Aly Aboulgheit

15/5/1996

Cairo, Egypt

+201110339913

ali.aboulgheit.155@gmail.com

Military Service Status: Exemption

Educational Background

2014-2018 Misr International University, Cairo, Egypt
Bachelor of Science in Computer Science

2011-2014 Nefertari American International School
American Diploma, Cairo, Egypt

Objective

Seeking a responsible career to learn more about developing software applications and websites. Having more experience in the field, to learn from senior developers.

Programing Languages

- C++
- C#
- Java SE
- JavaScript
- HTML
- CSS
- Python
- C
- MySQL
- XML
- LATEX
- PHP

Technical Tools

- Unity
- Android Studio
- Visual Studio
- Eclipse
- PyCharm
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint
- XCode

Technical Libraries

- Firebase
- jQuery
- Google API
- OpenCV
- D3
- BouncyCastle

Language

Arabic *Mother-tongue*
English *Fluent*
French *Fair*

Operating Systems

Windows
Mac OS
Linux (Ubuntu, Mint)

Previous Projects

- Banking System (**PHP, MySQL**)
- Strategy Game (**Java**)
- Maze Generator and Solver using Brute Force algorithm (**C++, OpenCV**)
- Chat Program with Server Encryption (**Java, BouncyCastle, Eclipse**)
- Flight Reservation System Application (**Java, Android Studio**)
- Image Steganography (**C++, Visual Studio**)
- Hospital Reservation System (**PHP, MySQL, jQuery**)
- Movie Rating Matchup System (**Python**)

Graduation Project

Title: The Wanderer: A Markerless Augmented Reality Game with Object Positioning Awareness

The Wanderer is a markerless augmented reality game, it uses object recognition algorithms and geolocation to enhance indoors and outdoors positioning system. The geolocation is used to filter the objects in the dataset by getting the location of the user enabling the application to know the nearby objects from the user and making them available for interaction.

Programming Languages:	Python and C#
Frameworks:	Unity Engine and PyCharm.
APIs and Libraries:	Pyrebase, TensorFlow, OpenCV.
Algorithm:	RCNN.
Reference:	http://miucsgp.hciegypt.com/gp-2018/markerless-augmented-reality-geo-location/

Certification

The Wanderer: A Markerless Augmented Reality Game with Object Positioning Awareness. Accepted at *the International Workshop on Deep and Representation Learning 2018*