

Ahmed Ahres | Curriculum Vitae

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Github: AhmedAhres Date of birth: 20/10/1998

Graduate computer science student passionate about visual computing. Extremely proactive and enthusiastic about the technology of machine learning & computer vision. All project details are available on my personal website.

Education

- **École Polytechnique Fédérale de Lausanne (EPFL)** **Lausanne, Switzerland**
2018–2020
Computer Science Master's
Currently pursuing a master's degree in computer science.
- **Eindhoven University of Technology** **Eindhoven, Netherlands**
2015–2018
Computer Science Bachelor's
Succesfully completed a bachelor's degree in computer science and engineering. Top 10%.

Experience

Teaching, Research & Service

- **Teaching Assistant - Machine Learning** **Lausanne, Switzerland**
February 2019–Present
École Polytechnique Fédérale de Lausanne (EPFL)
Designing exercises and helping undergraduate students understand the basics of machine learning.
- **Class Representative - Teaching Commission** **Lausanne, Switzerland**
October 2018–Present
École Polytechnique Fédérale de Lausanne (EPFL)
Meeting the executive board and professors to discuss potential improvements of the education at the Master's level.
- **Teaching Assistant - Algorithms Project** **Eindhoven, Netherlands**
April 2018–July 2018
Eindhoven University of Technology
Tutored several groups of seven students solving a complex algorithmic problem. Technically assisted the online grading system.
- **Research Assistant** **Eindhoven, Netherlands**
September 2016–January 2017
Eindhoven University of Technology
Volunteered to do research on virtual reality gaming. Worked on *Permanent*, a VR serious game influencing attitudes towards nuclear energy. Researched ways to provoke empathy through VR game design.

Notable Projects

- **Cyclone:** *Extra-curricular honors project completed in June 2018.*
Leader of a 12-members team working towards the development of an autonomous racing drone during one full academic year. Also responsible for the computer vision aspect of the drone, where I worked on obstacle detection using OpenCV and C++.
- **Shapion** *Personal project completed in January 2017. Published as an Android mobile application and on the web.*
Developed a 2D game using Unity where the player moves around, shrinks and grows to avoid obstacles and collect coins with a bird.
- **The Resurrection of Cthulhu:** *Hackathon project in Finland (Junction hackathon) completed in November 2016.*
Developed and published a 2D puzzle game in a team where the player must solve a mystery by collecting different items.

Honors & Achievements

- **Best Data Visualization Project:** *Invited speaker to Stanford University, California in March 2019 to present my Data Visualization project on pollination contribution to worldwide nutrition at the Natural Capital Project symposium.*
- **Honors Program:** *Participated in a highly selective program for the top 7% students of the university in Eindhoven. Board member for the study association and worked on the Cyclone project (described above). Jury Award winner for the best project in year 2017/2018.*
- **Embedded Systems Competition Winner:** *Finished 1st in the competition for the best embedded system sorting machine out of 24 teams. Organized by the Eindhoven University of Technology in April 2016.*

Technical & Personal Skills

- **Programming Languages:** Proficient in Python, C++, Java & Javascript.
- **Industry Software Skills:** TensorFlow, Pandas, Spark, Keras, Unity & OpenCV.
- **Languages:** Fluent in Arabic, French and English. Intermediate in Spanish and Dutch.