

AHMED AHRES

Machine Learning Engineer

🌐 www.ahmedahres.com

@ ahmedahres98@gmail.com

in [linkedin.com/in/ahmedahres/](https://www.linkedin.com/in/ahmedahres/)

🔗 github.com/ahmedahres

EXPERIENCE

Machine Learning Engineer

Revolut

📅 Aug 2019 – Present

📍 London, United Kingdom

- Started as the 3rd member of the Computer Vision team, now with 10+ members.
- Created and deployed the selfie authentication feature in production. The service is used as an authentication factor by customers to access their account from a new device using face verification. The feature is used 1500+ times daily.
- Trained, validated and deployed a selfie-document face matching model to on-board Revolut customers. System currently in production to on-board 300+ new users daily.
- Trained an ML-based passport detector that runs on the Revolut app to improve customer experience. Reduced number of images without passport by 35%.
- Built and deployed a real-time glare detector that runs on the Revolut app. Reduced glare images received by customers by 70%.
- Currently working on a font verification anti-fraud system to stop fraudulent passports.
- Heavily involved in the hiring process (interviewing & CV screening) to help the team expand.

Teaching Assistant - Machine Learning

Swiss Institute of Technology Lausanne (EPFL)

📅 Feb 2019 – July 2019

📍 Lausanne, Switzerland

- Designed exercises and helped undergraduate students understand the fundamentals of machine learning under the supervision of Prof. Pascal Fua.

Teaching Assistant - Algorithms

Eindhoven University of Technology

📅 Apr 2018 – Aug 2018

📍 Eindhoven, Netherlands

- Supervised 4 groups of 7 students into solving a complex algorithmic project.
- Reviewed papers submitted by the students detailing their solution.

EDUCATION

Computer Science Master's

Swiss Federal Institute of Technology Lausanne (EPFL)

📅 2018 – 2019

📍 Lausanne, Switzerland

Computer Science master's with a focus on Computer Vision & Image Processing.

Computer Science Bachelor's

Eindhoven University of Technology

📅 2015 – 2018

📍 Eindhoven, Netherlands

Successfully completed a bachelor's degree in Computer Science and Engineering. Top 10%.

NOTABLE PROJECTS

Cyclone - Autonomous Racing Drone

- Leader of 12-member team, building an autonomous racing drone.
- Leadership role focused on leading weekly meetings and setting up goals for the team.
- Developed the computer vision & object detection system of the drone.
- Award for best and most innovative project in 2018.

Shapion - Android Game

- Designed and published a 2D game where the player moves around, shrinks and grows to avoid obstacles and collect coins with a bird. Downloaded 1000+ times worldwide.

Resurrection of Cthulhu - Hackathon

- Developed and published a 2D puzzle game in a team where the player must solve a mystery by collecting different items. Game developed at Junction 2016 hackathon.

HONORS & AWARDS

Invited Speaker - Stanford University

- Award for best data visualization project at EPFL.
- Invited to California to present the project in the Natural Capital Project symposium at Stanford University in March 2019.
- Project presented nature's contributions to worldwide population using data visualization techniques.

Honors Program - High Tech Systems

- Participated in a highly selective 2-year program for the top 5% students of the university in Eindhoven.
- Team leader & computer vision engineer in the *Cyclone Project* (described above).

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.

SKILLS

Programming Languages

- Advanced: Python, C++, SQL
- Intermediate: Java, JavaScript

Industry Software Skills

- OpenCV, TensorFlow, Keras, Pandas, Spark, Docker, Unity

Spoken Languages

- Advanced: English, French & Arabic
- Intermediate: Spanish