Nour Ashoush

Final Year Computer Science and Software Engineering Masters Student

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EDUCATION:

University of Birmingham 2021 – 2025
MEng Computer Science and Software Engineering *Predicted First*

Kaplan International College London 2020 – 2021
Foundation of Science and Engineering *Pass with Distinction*

EXPERIENCE:

Student Representative | *University of Birmingham* | *UK* October 2023 – June 2025

- Developed strong communication and interpersonal skills through liaising between the student body and administration.

Application Developer Intern | *IST Networks* | *Egypt* June – July 2022

- Utilised effective team-working skills to develop conversational AI's and IVR (Interactive Voice Response) solutions.
- Integrated REST APIs with conversational bots and leveraged Microsoft's LUIS cloud AI to interpret user intent and meaning.
- Implemented a DevOps development cycle to efficiently prototype IVR solutions for prominent banks in Egypt.

ACADEMIC & TECHNICAL PROGRAMMES

AI Robotics Summer School | *Huazhong University of Science and Technology* | *China* June – July 2024

- Explored AI robotics, including cutting-edge research in swarm intelligence and healthcare robotics (e.g., exoskeletons).
- Visited leading Chinese manufacturers (e.g., MRI machines and automotive factories) to see robotics applications in industry.
- Collaborated with and guided a group of 20 students to study data pre-processing techniques for AI models.
- Led the development and delivery of our group's final presentation on data pre-processing to an audience of 80 students and five professors, enhancing public speaking and technical communication skills.

PROJECTS *(all available on GitHub)*:

StudySea: Online Studying Webapp | *Angular, Spring Boot, PostgreSQL, Git, Node.js, REST*

- Collaborated with a team of 7 students in the development of a full-stack JHipster web application.
- Utilised Spring Boot serving a REST API for the backend and employed Angular for the frontend.
- Platform allows registered users to plan and study together online and engage socially, assisted by a Node.js server.

Rocket Landing Game with NEAT AI | *Python, AI*

- Developed a game using Pygame where players navigate a rocket to land on a target, simulating SpaceX-style rocket landings.
- Implemented a NEAT AI to automate rocket landings, exploring hyperparameters and optimisations through experimentation.
- Currently integrating Q-learning and convolutional neural networks (CNNs) to enhance AI decision-making and performance.

Historical Data Storage Cost Calculator | *React, Git*

- Created a React website which leverages historical hard drive cost data since the 1950s to dynamically calculate data storage prices for user-inputted files or file sizes of a given year.

Automated Data Transfer Tool for Accounting Team | *Python*

- Developed a Python GUI to automate data transfers between Excel files, reducing task time from 8 hours to 32 seconds.
- Utilised 'openpyxl' for file handling, 'tkinter' for the UI, and packaged the app for Windows and Mac using 'pyinstaller'.

TECH SKILLS:

Languages: Python, JavaScript, TypeScript, Java, C, HTML/CSS, SQL (Postgres)
Frameworks: React, Angular, Node.js
Developer Tools: Git, VS Code, IntelliJ, REST, UML, Jupyter

AWARDS & ACHEIVEMENTS:

- **Duke of Edinburgh's International Award** – Bronze (2019), Silver (2020)
- **National Swimming Competition (2018)** – Gold (Backstroke), Bronze (Freestyle & Breaststroke)
- **3rd Place, Peppa UX/UI Design Competition (2024) –** My Figma design was selected for use in Peppa's product