

# OMAR A. GHALEB

DATA SCIENCE · MACHINE LEARNING

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## Skills

- Programming languages:** Python, C#, Java, MongoDB, ASP.NET, SQL, XML, Swift.
- Data Science & ML:** NumPy, Pandas, Matplotlib, Tensorflow, Keras, scikit-learn.
- Dev Tools & Cloud:** Google Cloud Platform(GCP), Jupyter Notebook, Spark, AWS, Git/Github, Docker, Kubernetes.
- Personal Skills:** Communication, Time Management, Team player, Self-learner, Self-motivation, Work Under Pressure.

## Education

### Carleton University

Ottawa, Canada

MASTERS IN COMPUTER SCIENCE

Sept. 2016 - August 2018

- **Thesis:** Novel Solutions and Applications to Elevator-like Problems
- **Coursework:** Learning Automata in Random Environment, Data Representation Learning, Statistical and Syntactical Pattern Recognition, Advanced Algorithms, Mining Software Repositories
- **GPA:** 11/12

### KFUPM(King Fahd University of Petroleum and Minerals)

Dhahran, KSA

B.S. IN INFORMATION & COMPUTER SCIENCE

Jan. 2011 - May 2015

- **GPA:** 3.6/4
- Second Honor Standing

## Experience

### Ceridian

Ottawa, Canada

IMPLEMENTATION CONSULTANT

Jan. 2019 - Present

- Documented and validated customer's business requirements and mapped them to Ceridian functionality
- Conducted consulting sessions with clients on Dayforce best practices
- Configured Ceridian application to meet customer's documented business requirements
- Managed and maintained clients data using SQL and XML

### Carleton University

Ottawa, Canada

TEACHING ASSISTANT

Jan. 2018 - April 2018

- Tutored students in AI course on how to implement AI concepts efficiently.
- Managed course assignments, projects and exams (setting up and grading).

### RemalVentures

Dammam, Saudi Arabia

SOFTWARE & GAME DEVELOPER

Dec. 2015 - July 2016

- Implemented a fully functional in-app store for a card game called Kammelna using Unity3D.
- Managed the process of app publishing in Apple & Android app stores.
- Mentored coop students during their training.

### ELM Company

Riyadh, Saudi Arabia

CO-OP

Jun. 2014 - Jan. 2015

- Launched a full website with user management system using ASP.NET, C#, CSS (<https://holom.elm.sa>).
- Coded a functional prototype of an iOS event manager app using Swift.
- Developed a web mail client that uses mail merge concept using ASP.NET.
- Implemented fixes to existing RESTful web services.

# Projects

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## PUBLICATIONS

- 2019 O. Ghaleb and B. J. Oommen "Learning Automata-based Solutions for the Single Elevator Problem" *Published*
- 2019 O. Ghaleb and B. J. Oommen "Learning Automata-based Solutions for the Multi-Elevator Problem" *Published*
- 2019 O. Ghaleb and B. J. Oommen "On Solving Single Elevator-like Problems Using a Learning Automata-based Paradigm" *Submitted*

## UNIVERSITY PROJECTS

- 2018 **Glass types classification System** A Pattern Classification System for Glass types using 4 different types of classifiers (Quadratic, K-NN, Fisher's Discriminate, Ho-kashyap). *Carleton University*
- 2017 **MSR Analysis of Most-Used Commands** Mining Software Repositories Challenge that is focused on mining the data of users of IDEs to investigate the behaviour and how different users use IDEs. *Carleton University*
- 2017 **Sentiment Analysis and Topic Mining for Categorization of App Reviews** Proposed a tool that can classify and categorize app reviews using clustering techniques and using sentiment analysis to extract topics for the reviews. *Carleton University*
- 2016 **Poker Hand Strength Classification** A classification system using Neural Network to classify the poker hand strength. *Carleton University*

## UDACITY DEEP LEARNING FOUNDATION NANO-DEGREE

- 2017 **Bike Rides Prediction** Using Neural Networks to predict the daily bike rentals. *Udacity*
- 2017 **Image Classification using Convolutional Neural Networks** Created and trained CNN to classify images from the CIFAR-10 dataset using Tensorflow. *Udacity*
- 2017 **Generating TV scripts using Recurrent Neural Networks** Created and trained an RNN model to generate TV scripts for Simpson TV Show. *Udacity*
- 2017 **Language Translation Using RNN** Generated an English to French translation RNN model using seq2seq. *Udacity*
- 2017 **Generating faces using GAN** Trained a model to generate celebrity faces using General Adversarial Networks (GAN). *Udacity*

# Interests

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**Academia:** Data Science, Deep Learning, Machine Learning, AI, Learning Automata

**Sports:** Swimming (Medalist), Soccer, Basketball, Volleyball, Jogging

**Other:** Hiking, Scuba Diving, Rock Climbing, BBQ, Reading, Playing Piano