






Mohammed Balfaqih

 mbalfaqih@mun.ca  1 (709) 763-9726  hamood.dev  GitHub: hamoodev  LinkedIn: mbalfaqih25

Skills

Javascript (ReactJs, VueJs, NuxtJs), GIT, C, Java, R, SQL, Docker, AWS, Sequelize, MongoDB, Python (Numpy, Pytorch, Pandas, Flask, Scikit-Learn, Matplotlib), C++, SFML, GoLang, OpenAI

Experience

Data and Image Analysis Group, Memorial University

St. John's, NL

Research Software Developer

January 2022–PRESENT

- Prepared over 500k images and used them to train complex detection models using PyTorch, Scikit-Learn, and OpenCV.
- Developed and maintained scripts using Bash and Python to facilitate job scheduling in Compute Canada nodes for over 50 complex machine learning models by various researchers in the lab.

Coremenus, LLC

Remote

Co-Founder & Full-stack Developer

March 2022–March 2024

- Designed and developed a SaaS web application from concept to deployment, serving 500 daily users, allowing restaurants to effortlessly create, manage, and customize their digital menus.
- Integrated live tracking functionality, enabling customers to place orders directly from their table or car using the QR code menu, resulting in enhanced convenience and improved customer satisfaction.

COREGAME Technology Solution

Doha, Qatar

Software Developer - Contract

January 2021–July 2023

- Collaborated with clients to gather requirements, understand their business needs, and build them software and websites such as landing pages, point-of-sale systems, and content management solutions.
- Developed web and desktop applications using industry-standard languages (e.g., C, Python, JavaScript) and relevant frameworks and libraries.

Projects

MediSync AI

May 2024

- A hackathon winning solution that help health professionals with no technical background interact with large and complex medical databases through chatting with AI. Utilizing vector databases and GPT LLM, we created a medical assistant agent. I developed the entire frontend of the Medisync with ReactJS and I integrated different micro-services into a centralized backend. I also worked on the devops to make everything work together.

Wildlife Species Detector

April 2024

- Trained a deep learning model that detects and classify 22 animal species in images taken by camera traps distributed in the wild in Nova Scotia. I also developed an interactive front-end application to make it accessible. This project was done under DIAG Lab and for NRR Nova Scotia.

William Wick Game

December 2023

- Developed a custom game engine with my team to build a top-down shooter game called William Wick. We used C++, SFML, and IMGUI to build the game engine. Everything in the game engine from physics to rendering was done from scratch.

Volunteer

President & Treasurer

St. John's, NL

Curtis House Council

September 2022–April 2024

- Led a team of 10 students to organize major in campus events with more than 150 attendees.

Education

Memorial University

St. John's, NL

Bachelor of Science - Computer Science, Honours

December 2024

- Awards: Dean's List 2022 - 2023, Paton College Crest 2023 - 2024