



HASAN ABDULSALAM MOHAMMED

COMPUTER SCIENCE

PROFILE

Dedicated Computer Science graduate (Top 3 in class) specializing in AI development, software engineering, and hardware-software integration. Proven success in delivering over 25 projects, including facial recognition systems, robotics, and cybersecurity applications (e.g., text encryption and steganography). Passionate about advancing research and innovation in AI and machine learning, and eager to apply technical expertise to cutting-edge academic and industrial initiatives through advanced scholarship opportunities.

WORK EXPERIENCE

Cihan-Duhok university Programmer (AI Center)

2024/7 - PRESENT

Project Development & Instruction:

- Develop AI/software-based projects and present them to students, showcasing real-world AI applications.
- Introduce hands-on learning modules for emerging AI techniques such as computer vision and natural language processing.

Student Support & Mentorship:

- Guide students in designing and implementing their own AI projects.
- Facilitate problem-solving sessions and ensure timely project completion.

Center Management:

- Oversee administrative tasks, project planning, and resource allocation.
- Coordinate with faculty to maintain smooth operations and successful project outcomes.

Highlighted Projects

- Tic-Tac-Toe (X&O) AI GameImplemented an AI-driven opponent with learning capabilities.
- Robotic Hand (Hand Detect)Integrated sensors and machine learning algorithms for gesture recognition.
- DeepFace Project (Age & Emotion Detection)Built a facial recognition system for demographic and emotional analysis.
- Hand-Controlled CalculatorUsed motion sensors to create a gesture-based calculator interface.
- AI Snake GameEnhanced classic Snake game with AI pathfinding for dynamic difficulty.
- Text Encryption in ImagesCreated a steganography tool to hide messages securely in image files.
- Attendance SystemIntegrated facial recognition to automate and streamline attendance tracking.

REFERENCE

Mr.Shakr Abbas

Head of the Artificial Intelligence Center and University
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EDUCATION

2015 - 2020

PESHMARGA HIGH SCHOOL

- I graduated from high school with a Average 63/100.

2020 - 2024

CIHAN-DUHOK UNIVERSITY

- Bachelor of Computer Science
- Average: 73/100
- Top 3

SKILLS

- Programming
- AI(Artificial Intelligence)
- C++
- Python
- Robotics projects
- Asp.net core framework
- Cyber Security

LANGUAGES

- Kurdish (Native)
- Arabic (Fluent)
- Russian (Basics)
- English (Intermediate)

ACHIEVEMENTS

● ENGLISH LANGUAGE

- **English courses at AUK:**
 - I have reached the third level out of 6 levels of English language at the American University of Kurdistan in Duhok.
- **Study BSc Computer Science in English at Cihan-University Duhok:**
 - I have completed my studies in the Department of Computer Science in English at Cihan University Duhok for four years, and I have support for that.
- **Imperial English Language Course, organized by the Ministry of Higher Education of the Kurdistan Region:**
 - I have achieved the third level out of four levels in the English language for the exam organized by the Ministry of Higher Education (Imperial).

● ONLINE COURSES

- 🧠 **Artificial Intelligence A-Z 2024: Build 7 AI + LLM & ChatGPT:**
 - Udemy – 15.5 total hours – June 22, 2024
 - Gained hands-on experience in building AI models, including machine learning, deep learning, and working with LLMs like ChatGPT. Strengthened practical knowledge in AI-driven solutions.
- 💻 **C# .NET Core 8 Masterclass with MS SQL Beginner to Pro 2024:**
 - Udemy – 20.5 total hours – June 13, 2024
 - Mastered full-stack development using C# and .NET Core 8 with MS SQL integration. Learned to design and build scalable desktop applications from scratch.
- 🔧 **Complete Arduino Course For Beginners:**
 - Udemy – 7 total hours – June 9, 2024
 - Built foundational skills in embedded systems and hardware programming using Arduino. Developed practical projects involving sensors and actuators.
- 🐍 **Python 2024: From Zero to Hero - Code Your Way to the Top:**
 - Udemy – 4.5 total hours – May 16, 2024
 - Learned core Python programming, object-oriented concepts, and essential libraries. Strengthened coding skills for data analysis and AI projects.
- 🌐 **The PHP 8 Learning Guide:**
 - Udemy – 7 total hours – January 20, 2024
 - Acquired backend development skills using PHP 8. Learned to build dynamic websites and server-side logic with practical examples.
- 🗄️ **ADO .Net Programming and C# Windows Application:**
 - Udemy – 3 total hours – June 11, 2024
 - Learned to connect and manage databases in Windows Forms applications using ADO.NET and C#. Focused on CRUD operations and GUI integration.

● 🏆 PARTICIPATION IN COMPETITIONS

- **Cihan Institute AI & Robotics Competition – Erbil, 2025:**
 - Participated in the first AI and Robotics competition held at Cihan Institute in Erbil and won 3rd place out of more than 80 projects with the Smart Traffic Light system powered by computer vision and AI.
- **International Odoo Programming Contest – 2025:**
 - Competed globally in the Odoo programming challenge and secured 220th place out of 595 elite developers worldwide, gaining valuable experience in software architecture and ERP customization.
- **Technology and Innovation Exhibitions—Multiple Years:**
 - Regularly participated in university and national exhibitions to showcase AI-integrated and hardware-software projects, contributing to promoting innovation and practical applications of modern technologies.



ACADEMIC ACHIEVEMENTS

- Ranked 3rd in my graduating class at the Department of Computer Science, Cihan University - Duhok, 2024.
- Delivered multiple academic presentations on topics including artificial intelligence, computer vision, and smart systems.
- Selected to join the university's AI Center as a programmer and project coordinator based on outstanding academic and project performance.
- Consistently recognized by faculty for innovative thinking and active contributions to departmental research and student engagement.
- Participated in organizing and guiding student workshops and seminars related to emerging technologies.



WORK ABILITIES

- Able to **work effectively under pressure** and meet tight deadlines without compromising quality.
- Possess strong **interpersonal and communication skills**, developed through ongoing collaboration with students and academic teams.
- A **fast learner** with the ability to quickly adapt to new technologies, tools, and work environments.
- Skilled in **building and managing projects** from concept to deployment, especially those combining hardware and AI technologies.
- Experienced in **leading and organizing teams**, ensuring successful completion of tasks through proper planning and coordination.



COMPLETED PROJECTS

- **Smart Traffic Light System:** An AI-based system that detects emergency vehicles (ambulance, police) and controls traffic lights accordingly using YOLOv8 and real-time video processing.
- **Tic-Tac-Toe Wall Game:** A computer vision-powered interactive game where a volleyball hitting a wall is detected by two cameras, updating the game status via a projector.
- **Face Recognition Attendance System:** A system that automates student attendance using facial recognition, saving time and reducing paper use.
- **Student Installment Management System:** A web-based application using ASP.NET Core and MySQL that allows universities to manage tuition installment plans for students, including payment tracking and notifications.
- **Smart Document Management System:** A full-stack C# application for managing official documents between university departments with secure authentication.
- **Encrypted Text in Image:** A cybersecurity project that hides text inside images using steganography, developed in C#.
- **Gas and Flame Detection System:** Arduino-based system that detects dangerous gases and flames, triggers alarms, and sends SMS alerts via GSM module.
- **Hand-Controlled Robotic Arm:** A robotic hand that mimics real hand movements using computer vision and gesture recognition.
- **AI Snake Game (BFS Algorithm):** An automated version of the snake game that uses the Breadth-First Search algorithm to maximize score.
- **AI Hand-Gesture Calculator:** A camera-based calculator that detects and recognizes hand gestures to perform calculations.
- **Age and Emotion Detection System:** A deep learning project using DeepFace to predict age and recognize facial expressions in real time.