Zeyad Mansour

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Columbus, Ohio - 44060, United States

EDUCATION

- **The Ohio State University** *Spring 2026 (Expected)*
  Honors B.S./M.S. Computer Science Engineering & Mathematics Columbus, OH
  ◦ GPA: 4.00/4.00

EXPERIENCE

- **ShareCal [🌐]** *May 2024 - Aug 2024*
  AI Engineer San Francisco, CA
  ◦ Developed an AI-powered auto-scheduling feature to intelligently suggest optimal meeting times.
  ◦ Integrated LLMs and NLP techniques to accurately parse time constraints from emails.
  ◦ Built unit tests and automated eval pipelines to ensure performance benchmarks.

- **Neura [🌐]** *February 2023 - Present*
  Founder, Software Engineer Remote
  ◦ Founded and led the full-stack development of a SaaS company, acquiring 100+ paid users within the first month and scaling to $9,000 MRR.
  ◦ Engineered a custom convolutional neural network (CNN) optimized with TensorRT for edge inference.
  ◦ Developed a C++ Qt-based GUI, significantly enhancing usability and interface responsiveness.
  ◦ Implemented advanced anti-reverse engineering measures and a secure authentication protocol, safeguarding user data and preventing unauthorized access.

PROJECTS

- **Uncountable: Making Surgeries Safer with Computer Vision** *October 2023*
  Tools: Python, PyTorch, Flask, ElectronJS, OpenCV [⬡]
  ◦ Won 1st Place at HackOHI/O 2023 out of 800+ participants.
  ◦ Developed a tool serving as a "second pair of eyes" for surgeons, preventing Retained Surgical Items (RSIs) with 95% detection accuracy.
  ◦ Engineered an item tracking algorithm and Flask API, enabling real-time communication between the backend AI pipeline and the frontend.
  ◦ Managed data collection, semi-automated annotation, and ML model training.

- **Lunar: AI Aim Assist for Competitive FPS Games** *April 2021*
  Tools: Python, PyTorch, OpenCV [⬡]
  ◦ Created an AI-powered aim assist system, achieving over 120k downloads within two years and setting a benchmark in FPS gaming.
  ◦ Pioneered the "AI aim assist" genre, introducing a novel concept that inspired many other OSS projects.
  ◦ Developed real-time aim visualization to guide optimal adjustments during gameplay.
  ◦ Engineered adaptability for seamless integration with a variety of FPS games and configuration setups.

SKILLS & INTERESTS

- **Programming Languages:** Python, C++, C, Assembly, Javascript, Java, SQL.
- **Frameworks:** PyTorch, CUDA, OpenCV, TensorRT, Flask, ReactJs, TypeScript
- **Coursework:** MATH 3345 (Higher Mathematics), MATH 2568 (Linear Algebra), CSE 2431 (Operating Systems), CSE 2331 (Data Structures and Algorithms), CSE 3901 (Web Applications), ECE 2060 (Digital Logic), CSE 2421 (Low-level Programming), CSE 2321 (Discrete Structures), CSE 2231 (Software Development and Design II), CSE 2221 (Software Development and Design I), Calculus III and Analytical Geometry, Differential Equations.
- **Cloud Technologies:** Kubernetes, AWS, Azure
- **Areas of Interest:** Machine learning, Reverse engineering, Low-level systems programming.
- **Languages:** English (Fluent), French (Conversational).