



# Mohamad Hindi

Data Analytics / Science Mentor

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Sao Paulo, Brasil

## PROFILE

Experienced **data analytics / science instructor** with a passion for **teaching** and **mentoring** learners. Strong communicator with a **proven track** record of coaching, developing and delivering engaging **technical content**. Dedicated to **empowering individuals** to achieve their **data goals**

## EXPERIENCE

### DATA SCIENCE MENTOR

March 2022 – Present

#### DECODED – New York / London (Remotely)

- Coached 60+ professionals from **Fortune 500 companies**, increasing their proficiency in **Python, SQL, Exploratory Data Analysis** and **Machine Learning** (Clustering, Classification, Regression and Time Series) through hands-on **virtual workshops**
- Facilitated 50+ hours of **project-based consultations** contributing to successful implementation of **ML models** for the learners' business projects
- Led workshops for **Level 3 and 4 apprenticeships**, including topics as:
  - Revealing Data Insights** (Excel)
  - Automating Insights** (Excel and VBA)
  - Hypothesis and Inference Analysis** (Excel)
  - Data Visualization** (Tableau and Power Bi)
  - Intro to Programming** (Python)
  - Machine Learning Modeling** (Python, Scikit-learn)
- Initiated and developed **data dashboard** built with **Python** to provide detailed analytics & visibility on learners' progress, resulting in **improved learner engagement and retention**

### DATA ANALYTICS / SCIENCE TEACHER

Jan 2021 - Present

#### LE WAGON – Worldwide

- Conducted lectures for more than **100 students** and assisted them solving technical challenges, receiving consistent **positive feedback** from students, on the following topics:
  - Data Sourcing** (API, Web Scraping)
  - Data Transformation** (SQL and BigQuery)
  - Decision Science** (Statistics and Probability, Linear and Logistic Regression)
  - Machine Learning** (Loss Functions and Solvers, Performance Metrics, Pipelines)
  - Deep Learning** (Optimizers, Loss & Fitting, Natural Language Processing)
- Guided students through their **final projects**, providing support and feedback on ideation, project scoping, and execution

#### TECHTOUCH - Kuwait

- Drove successful **game development cycle** from conceptualization to launch, overseeing all aspects of development, including **design, programming, and testing**
- Managed a team of skilled **2D Artists**, guiding them in the design of **game assets** and ensuring that all art was completed on **time** and within **budget**
- Conceptualized and developed **advergAMES** for major clients in the **banking** and **food industries**, leveraging my deep understanding of **game mechanics** and design to create **engaging** and effective promotional **experiences**

### Key Projects

#### iDeal

a fast-paced **card game** based on the famous "Monopoly Deal" game with an Arabic twist

- Coded the **gameplay mechanics** and designed an **AI system** using **C#** and **Unity Engine**
- Programmed game server-side features using **GameSpark** platform and **JavaScript**

**DIGITAL  
PROJECT MANAGER**  
Nov 2015 – June 2018

**ICT  
INSTRUCTOR**  
Sept 2014 - Jun 2015

**MYP  
TECHNOLOGY TEACHER**  
Sept 2013 - Mar 2014

**PRIVATE TUTOR /  
2D GAME INSTRUCTOR**  
Jan 2013 - Present



## EDUCATION

**DATA SCIENCE**  
Dec 2020

### Project 1

### Final Project

**B.E COMPUTER ENGINEER  
B.A ECONOMICS**  
July 2009

### **TECHTOUCH - Kuwait**

- Developed functional requirements **documentation**, working closely with **stakeholders** to ensure that all **project requirements** were clearly defined and documented
- Designed **business process** workflow for high-level processes
- Tracked **project progress** and oversaw project teams and **client deliverables**, ensuring that all deadlines were met and that projects were completed within **budget**

### **AL-NIBRAS INTERNATIONAL SCHOOL - Kuwait**

- Developed the **computer literacy curriculum** for Grades 8-12
- Taught advanced computer courses, such as **2D game design**, programming, animation, web design, and mobile app development

### **WELLSPRING LEARNING COMMUNITY - Kuwait**

- Developed and implemented **International Baccalaureate (IB)** Middle Years Programme (MYP) Design Technology curricula for Grades 6, 9 and 10
- Taught programming using **Scratch**, game design using **GameSalad**, and mobile development using **App Inventor** for Grades 6, 9, and 10 respectively

### **FREELANCER – Lebanon / Kuwait**

- **Created** engaging and interactive **courses** in mobile development, game design and programming for ages 8-18
- Conducted **lectures, workshops** and **courses** in various educational centers
- Provided expert **tutoring services** for university students in **Calculus, Statistics** (confidence interval, hypothesis testing), **Data Structure, Data Bases, Python, Java** (Object Oriented Design), leading in a **significant improvement** in their academic performance

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### **LE WAGON – Rio de Janeiro, Brazil**

*9-week full-time intensive coding bootcamp to learn:*

- Data Science with **Python**
- Data Analytics with **SQL, BigQuery, Pandas, Numpy, and Matplotlib**
- Statistics with **Spicy, Seaborn** and **Statsmodels**
- Machine Learning with **Scikit-learn**
- Deep Learning with **TensorFlow Keras**

### **OList – Decision Science**

*Analyzing a dataset provided by an e-commerce marketplace to answer the CEO's question: "How to increase customer satisfaction while maintaining a healthy order volume?"*

**Technologies Used:** Python, Pandas, Jupyter Notebook, MySQL, Statsmodel, Seaborn, NLTK

- Performed **exploratory data analysis** and **feature engineering** to develop **statistical models** and provide recommendations on removing underperforming sellers
- Conducted **text analytics** to capture the essence of bad reviews on a product category

### **Splocked – NLP**

*Detecting spoilers from IMDB movies/shows reviews section based on a Kaggle database*

**Technologies Used:** Python, Scikit-learn, Jupyter Notebook, NLTK, Google Colab

- Cleaned and preprocessed text data using **NLTK** and **TfidfVecotirizer** library functions
- Trained a supervised **Multinomial Naive Bayes model** and achieved an accuracy of 78% in predicting the probability of a spoiler

### **AMERICAN UNIVERSITY OF BEIRUT - Lebanon**

- Minor in Engineering Management



## PROJECTS

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VISUALIZE 2030  
HACKATHON,  
UNDP  
Nov 2017

### Min Layla

a *Story-telling EduGame* focusing on United Nations SDG1: "the access to social services and protection". Game highlights the struggles the character faces to received public health services.

Technologies Used: C#, Unity

- Created **RPG mechanics** and **game systems** for an educational game aimed at raising awareness about the importance of social and public services



## PRO SKILLS

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PROGRAMMING  
LANGUAGES

C++, C#, Javascript, JAVA, Python, MySql, VBA

PYTHON  
LIBRARIES

Numpy, Pandas, Matplotlib, Seaborn, Plotly, Scikit-learn, NLTK, TensorFlow, Keras, Statsmodels, Scipy

DATA TOOL /  
TECHNOLOGIES

Github, Git, Google Colab, SQL, BigQuery, Tableau, Power Bi, Excel

DATA  
TECHNICAL SKILLS

Machine Learning, Deep Learning, Data Visualization, Data Manipulation, Probability and Statistics, Exploratory Data Analysis, Natural Language Processing, Hypothesis and Inference Analysis

LANGUAGES

English, Portuguese, Arabic