

# Yahya M. Gilany

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## Education

- University of Cincinnati, Cincinnati, OH, USA** 2016-2018  
Master of Science M.Sc., School of Information Technology.  
**Concentration:** Networking and Infrastructure Track – Machine Learning.  
• Awards and Honors:  
• Dean's List 4.0 GPA (Spring 17, Fall 17, Spring 18)  
• Cumulative GPA: **3.974**
- University of Cincinnati, Cincinnati, OH, USA** 2015-2018  
Bachelor of Science B.Sc., School of Information Technology.  
**Concentration:** Information Technology, Software Application Development.  
• Awards and Honors:  
• Summa Cum Laude  
• Dean's List 4.0 GPA (Spring 16, Fall 16, Spring 17, Fall 18, Spring 18)  
• Cumulative GPA: **3.985**
- Cairo University, Egypt** 2012 - 2015  
Bachelor of Science B.S., Faculty of Engineering  
**Concentration:** Aerospace and Aeronautics.  
Transferred to the University of Cincinnati before the completion of the program

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## Computer Skills

- Programming Language:** JavaScript, TypeScript, C#, Java, SQL, C/C++, Python, R, HTML5/CSS3, MATLAB/Octave.
- Platforms, Frameworks, and Technologies:** Node.js, Express.js, React.js, Angular.js, Angular, Ionic, Vue.js, Autodesk Forge Cloud Developer Platform, Xamarin, ASP.Net Core 2.0, Microsoft SQL Server, MySQL, PostgreSQL, MongoDB, NGINX, Docker, Kubernetes, Jenkins CI/CD, Drone.io CI/CD, RabbitMQ, D3.JS, Jekyll, jQuery, Unity, Phaser, SolidWorks, LabVIEW.
- Operating Systems:** Linux (Ubuntu, SUSE, CentOS), Windows Server, macOS, Windows
- Photo and Video Editing:** Photoshop, Premier, Screenflow.

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## Work Experiences

- University of Cincinnati - School of Information Technology (SoIT)**
- Adjunct Instructor** Aug. 18 - Present
- Teach the following courses for the ABET accredited Bachelor of Science program in Information Technology.
    - IT2045C - Computer Programming II. (In-person and web-based)
    - IT3049C - Web Game Development. (In-person and web-based)
    - IT5032 - Senior Design Technical Practicum for Networking/Systems Track
    - IT5042 - Senior Design Technical Practicum for Software Development Track
    - IT5072 - Senior Design Technical Practicum for Cybersecurity Track
  - Advised 25+ graduating senior design teams through their capstone project.
  - Develop course material for IT2045C Computer programming II including video lectures, slides, course notes, and assignments. Videos can be accessed at <https://bit.ly/YG-IT2045-CP2>
  - Develop course material for IT3049C Web Game Development including video lectures, slides, course notes, and assignments. Videos can be accessed at <https://bit.ly/YG-IT3049C-WebGameDev>
  - Held office hours for students to provide personalized assistance.
  - Collaborate with faculty on the course strategy and direction.
  - Implemented a grading automation process to allow scaling to scale and to provide more detailed code review feedback on the submission.
  - Delivered training to the School of Information Technology Faculty and Staff on the use of GitHub Classroom to bootstrap assignments and grade automation.

## University of Cincinnati - Information Technology Solutions Center (ITSC)

### Senior Research Associate with Assistant Director and Tech Lead duties

*Feb. 21 - Present*

- Responsible for the center operations.
  - Manage full-time staff, student workers and graduate assistants.
  - Manage different IT services offered by the center to various clients.
  - Coordinate the center budget planning activities.
  - Coordinate the center grants and proposal development.
  - Monitor the centers financial status.
  - Ensure efficient and successful operations.
  - Serving as an escalation point for clients.
  - Responsible for the center staffing and hiring.
- Responsible for the center's technical operations:
  - Architect, and develop a new software eco-system for the Ohio Criminal Sentencing Data Platform<sup>1</sup>.
  - Research topics related to DevOps, architecture, and software development.
  - Serve as a technical reference and mentor to the staff and students.
- Other activities and duties:
  - Served on the Early IT Internship Steering Committee
  - Presented on numerous occasions to the Early IT
- Awarded the College of Education, Criminal Justice and Human Services 2021 "Outstanding Service Award".

### Research Associate with Tech Lead duties

*July. 18 – Feb. 21*

- Responsible for the solutions and systems' design and architecture.
- Responsible for all phases of the software development life cycle including inception, elaboration, construction, and transition/deployment.
- Responsible for all activities in the iterative development process including requirements gathering, design, development, testing, and deployment.
- Responsible for establishing and performing a Scrum agile software development process including sprint planning, sprint retrospectives, sprint reviews, backlog refinement sessions, and daily standups.
- Responsible for maintenance of all software application in production including usage monitoring, security patching, and scalability.
- Responsible for maintenance and administration of over 80 servers used for housing development, and production applications.
- Responsible for the standardization and documentation of the technical operations and processes to boost productivity and allow for the ITSC expansion and growth.
- Lead and mentor undergraduate and graduate students at different software development, system administration, QA, DevOps, and support roles.
- Advise leadership on technical requirements and project resource needs.
- Advise infrastructure operation team on application needs and updates.
- Advise the SoIT on opportunities for innovation and expansion of ITSC.
- Developed the SoIT first virtual platform that hosted the IT Expo.
- Member of the staff team for the School of Information Technology.
- Present to peers on topics related to software development, architecture, and operations.
- Publish academic papers to IT related conferences and symposiums.
- Developed and Designed user training workshops, and material on the Offender Risk Assessment and Grant Tracking System developed at ITSC.
- Responsible for addressing client's evolving software needs including enhancements, additional features, and bug fixes.
- Established the Development-and-Operation (DevOps) practice in ITSC. improving the quality of the produced work through automation, streamlining the continuous deployment of the various systems, and achieving better observability of the system and application logs, metrics, and key performance indicators (KPIs).
- Responsible for business-to-business (B2B) system integration for two major software eco systems developed at the ITSC.

<sup>1</sup> See the project section for further details about the project.

**Cont. Research Associate with Tech Lead duties**

- Responsible for staying up to date with emerging technology trends and industry standards, planning for updating and modernizing current and legacy systems.
- Mentored a student intern through the research and implementation of building machine learning statistical models to evaluate the effectiveness of correctional programs in the state of Ohio using Python and Scikit-Learn library.
- Architected a midsized software ecosystem for a staffing company.
- Re-architected and developed a software ecosystem built in a microservice architecture for a fortune 200 public retailing company.
- Implemented Offender Risk Assessment and Case Planning System for:
  - the State of Missouri's Department of Corrections.
  - the State of Illinois's Administrative offices of the Illinois Courts.
  - the State of Nebraska Board of Parole.
  - the State of Michigan Department of Health and Human Services.
  - Kansas City Municipal Division.
  - the State of California's Contra Costa County Probation.
  - the State of New Jersey's Administrative offices of the Courts.
- Developed and delivered developer training sessions, workshops on the business-to-business integration with the Offender Risk Assessment system.
- Delivered 4 web-based seminars (webinars) on the business-to-business integration with the Offender Risk Assessments System to representatives of:
  - The State of Nebraska Office of the Chief Information Officer and the Board of Parole.
  - The State of Illinois and its counties contracted software vendors.
  - The State of Missouri Department of Corrections.
- Delivered 10 in-person training workshops on the usage of the Offender Risk Assessment and Grant Tracking system to representatives of 81 counties from the state of Ohio.
- Awarded the college's 2019 "Above and Beyond Professionalism" Award.
- Awarded the School of Information Technology's 2019 "Distinguished Young Alumni" Award.

**Student Worker/Graduate Assistant with Lead Developer duties***Jan. 18 - Jun. 18*

- Lead the development teams for over seven large-scale projects at the ITSC.
- Trained new developers on best practices and technologies
- Developed scripts to automate the deployment procedure of a multi-layered, service-oriented, distributed software ecosystems.
- Represented the ITSC in requirement gathering sessions with various clients, including startup companies, government agencies from multiple states, and Fortune 200 retail companies. The sessions include in-person, phone call, and web conferencing.
- Used a distributed software architecture model for deploying a public retail software application ecosystem to optimize the resource sharing and utilization and to improve the system resilience.
- Set-up Development and Operations (DevOps) environments and tools for 10+ new projects, applications, and services.
- Implemented Unit testing for the various components of the projects.
- Implemented a secure CI/CD pipeline to automate the testing and deployment.
- Redesigned and restructured the source code's version control model, increasing productivity and reliability.
- Wrote scripts using python to convert Statement of Work documents into GitHub milestones and issues.
- Wrote scripts using Python to move GitHub issues between projects.
- Presented and published at multiple events, conferences, and journals.

**Student Worker with Software Developer Team Lead duties***May. 16 - Dec. 17*

- Architected and designed a scalable microservice-based backend services and APIs for a large-scale eco-system responsible for consuming, analyzing, and producing reports on large volumes of data for a Fortune 200 retail enterprise.

**Cont. Student Worker with Software Developer Team Lead duties**

- Designed and developed databases for the eco-system on the enterprise data management system used by the client, MS SQL.
- Developed and implemented the backend services and APIs for the system using Node.js, Microsoft SQL Server with Machine Learning and R Services, Redis, RabbitMQ, and Docker.
- Developed and implemented R Script and Microsoft SQL Server integration with a web application to execute machine learning analytics, and optimization jobs through the application.
- Built a cross-platform mobile application using Xamarin and C# to evaluate as a potential candidate for a technology stack for a manufacturing operation consultancy. The work extended into the following position.
- Coordinated the work and efforts between our team and other development teams consuming the data from our eco-system.
- Participated in client sessions and demos including requirements gathering sessions and progress update briefings.
- Presented the eco-system database design to the client's development team.
- Developed a C++ software prototype for Autodesk's Forge Design Automation API. The script parses retail floor plan files and presents them in a format suitable for further processing.

**Student Worker with Web and Software Application Developer Duties***Sept. 15 - Apr. 16*

- Designed a client-server software solution for a Fortune 200 public retail enterprise.
- Developed a client-server software solution for a Fortune 200 retail company responsible for data collection from over 700 business units.
- Designed and developed the database for the solution.
- Participated in client sessions and meetings including requirement gathering and demonstrations.
- Participated in the deployment of the application to the client's servers.
- Wrote scripts using Node.js to setup, build, and auto-populate/seed databases with testing data.

**Presentations and Publications**

1. Gilany, Y. (2019). Lessons Learned in Implementing Container Technology and Docker to Modernize Legacy Enterprise Applications and Systems. *Presentation to Representatives of the software development and Infrastructure units of the University of Cincinnati's IT Division (UCIT)*.
2. Gilany, Y., ElQuosey, A. & Said, H. (2019). Improving the Efficiency of Releasing and Deploying a Multi-Layered, Service-Oriented, Distributed Software Ecosystem. *University of Cincinnati IT Expo Research Symposium*.
3. Bakare, A., Kunapareddy, V. Gilany, Y. & Said, H. (2019) Integrating FAIR into NIST Framework for Quantitative Risk Assessment of Cyber Threats. *University of Cincinnati IT Expo Research Symposium*.
4. Gilany, Y. & Said, H. (2019) Establishing a DevOps Culture and Practice at the Information Technology Solutions Center: Case Study. *Ohio Higher Education Computing Conference*.
5. Gilany, Y. (June 2019). Web Development and ITSC Technology Stack. *Seminar and Training Workshop to ITSC staff. Cincinnati, OH*.
6. Gilany, Y. (March 8, 2019). OYAS and Grant Tracking System Usage and Features. *Training Workshop to Representatives of 23 state of Ohio counties' Department of Corrections. Van Wert, OH*.
7. Gilany, Y. (March 1, 2019). OYAS and Grant Tracking System Usage and Features. *Training Workshop to Representatives of 21 state of Ohio counties' Department of Corrections. Akron, OH*.
8. Gilany, Y. (February 15, 2019). OYAS and Grant Tracking System Usage and Features. *Training Workshop to Representatives of 22 state of Ohio counties' Department of Corrections. Columbus, OH*.

## Cont. Presentations and Publications

9. Gilany, Y. (February 8, 2019). OYAS and Grant Tracking System Usage and Features. *Training Workshop to Representatives of 15 state of Ohio counties' Department of Corrections. Columbus, OH.*
10. Gilany, Y. (2019). IT2045C- Computer Programming II. Accessed at: <https://bit.ly/YG-IT2045-CP2>
11. Gilany, Y. & Said, H. (2018). Automated Reporting System for Funding and Grants for Juvenile Correction Programs. *University of Cincinnati IT Expo Research Symposium.*
12. Gilany, Y. (October 22, 2018). Performing a Business to Business Integration with UCCI's Cloud-Based Offender Risk Assessment Ecosystem. *Presentation and Training Workshop to Representatives of Software Vendors of the State of Illinois and its counties.* Webinar
13. Gilany, Y. (October 22, 2018). Performing a Business to Business Integration with UCCI's Cloud-Based Offender Risk Assessment Ecosystem. *Presentation and Training Workshop to Representatives of the State of Nebraska's Board of Parole and OCIO.* Webinar
14. Kunapareddi, V., Gilany, Y. & Said, H. (2018). An Innovative Solution to Bridge Industry and Student Needs. *Ohio Higher Education Computing Conference.*
15. Gilany, Y. (Feb 24, 2018) Eco-System Backend architecture for a Fortune 500 Public Retail Company. Accessed at: <http://yahya-gilany.com/blog/articles/2018/02/24/Eco-System-Architecture.html>
16. Gilany, Y. (August 19, 2017) Introduction to Machine Learning. Accessed at: <http://yahya-gilany.com/blog/articles/2017/08/19/Machine-Learning.html>
17. Gilany, Y. (June 17, 2017) Introduction to Design Patterns. Accessed at: <http://yahya-gilany.com/blog/articles/2017/06/17/Design-Patterns.html>
18. Gilany, Y. (June 6, 2017) Custom Sort Orders using SQL or JavaScript. Accessed at: <http://yahya-gilany.com/blog/articles/2017/06/06/Custom-Sort.html>
19. Gilany, Y. (July 2017) "Can I Use" – Visual Studio Code Extension. Accessed at: <https://marketplace.visualstudio.com/items?itemName=yahya-gilany.vscode-caniuse>
20. Gilany, Y. (July 2017) API Doc – Paw Cloud Extension. Accessed at: <https://paw.cloud/extensions/ApiDocGenerator>
21. Gilany, Y. (June 2017) Terminal Launcher - Visual Studio Code Extension. Accessed at: <https://marketplace.visualstudio.com/items?itemName=yahya-gilany.vscode-terminal-launcher>
22. Gilany, Y. (June 2017) Clock – Visual Studio Code Extension. Accessed at: <https://marketplace.visualstudio.com/items?itemName=yahya-gilany.vscode-clock>
23. Gilany, Y. (April 2017) Pomodoro - Visual Studio Code Extension. Accessed at: <https://marketplace.visualstudio.com/items?itemName=yahya-gilany.vscode-pomodoro>
24. Gilany, Y. (April 25, 2017) Ecosystem Database Structure Design. *Presentation to Developers, System and Database Administrators of a Fortune 200 public retail company.*

## Projects \*Further details on the projects are available on my e-portfolio site.

### Ohio Criminal Sentencing Data Platform

Nov. 2020 - Present

A web eco-system built for the Ohio Criminal Sentencing Commission. It will allow for the collection of sentencing data in a comprehensive and searchable database that will tell story of sentencing in the state of Ohio, inform decision-making, and make data accessible for the public, practitioners, and research. The system uses React.js, Typescript, Node.js, MongoDB, and PostgreSQL

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**TeamEval***Jun. 2020- Present*

A web application to facilitate peer and self-evaluations in team projects. It is meant to give the instructors an insight into the work dynamics of student teams as well as offer students feedback on how they can be more effective with their teams. It's built with Node.js using TypeScript for the backend and React.js using JavaScript for the frontend.

**Student Success System (SSS) / Student 360***Aug. 2020 - (hold)*

A student-centric system to help students navigate and succeeded in college life with all of its aspects, including academic success, financial and health wellness, professional success, ...etc. Student 360 is web application to digitize and automate the program. It's built with Node.js using TypeScript for the backend and React.js using JavaScript for the frontend and will integrate with the Canvas Learning Management System to extract relevant information.

**Eight-Eleven Professional Development Toolkit**

A multi-layered client-server web application ecosystem. It consists of a Gateway server API as a backend service, a web application built with Angular and a cross-platform mobile application built with Ionic.

**Virtual Events as a Service Platform (VEaaS)***Mar. 2020 - May 20*

VEaaS was built to host the annual event of the University of Cincinnati's School of Information Technology IT Expo in the wake of the COVID-19 Pandemic were in-person events had to be cancelled. The developed platform included a main stage where the live keynote speeches and closing ceremonies were streamed and many breakout rooms to showcase senior design projects, high school competition, research symposium, and industry sponsors. The event can be found here: <https://itexpo20.live>. The platform was repurposed for the University of Cincinnati Department of Political Science to host a graduation ceremony for their graduates. The event can be found here: <https://poliscinexus20.live>. The platform was built using React and hosted on Netlify's cloud service.

**Square Footage and Floor Plan Collection Integrated Workflow***Feb. 2018 - Present*

An enhanced version of the Square Footage Collection application developed for a Fortune 200 public retail company. It eliminates the need for form data entry and replaces it with an integrated cloud-based floor plan. The online floor plans system enforces many business rules and requirements and enforces consistency between the stores floor plans and the square footage data collected for financial analysis. The system is built as part of a larger suite of application integrating many business units at the corporation with integrity and accuracy. The application allows vendors, store managers and architects to collaborate on one platform. The system is built using Node.js, Express.js and Restify for the backend services and microservices, and JQuery for the frontend needs until it was replaced with Vue.js as frontend framework. The system also adopts and integrates with the Autodesk Forge Developer Platform.

**Eco-System for a Fortune 200 Public Retail Company***Sept. 2016 - Present*

An Eco-System consisting of 6 applications (Web, Mobile, AR, VR) interfacing with a RESTful gateway API developed in a microservice architecture. The system consists of 11+ microservices communicating with different services and tools such as Microsoft SQL Server, Redis, R server, Reporting Services, Active Directory, etc.

**Beyond Analytics/ Strategic Planning Application***Sept. 16 - Jan. 2019*

A web application built as part of the eco-system for a Fortune 200 public retail company to serve as a playground for data analysts to investigate and improve their businesses. It is built using Node.js, and AngularJS. The application is packaged with machine learning and data analytics algorithms developed using R programming language and integrated into the system using the SQL Server Machine Learning and R services.

**Lean-Manufacturing Solutions***Dec. 17 – Aug. 2018*

A system to implement Lean processes in food manufacturing systems and factories. The solution is a client-server solution consisting of a cross-platform mobile application built using Ionic3, a web application built using angular5, and a Gateway API built using C# and Asp.Net Core 2.0 Framework. As the lead developer, I architected the solution, and initialized the development of the frontend and API, trained and mentored the software developers on the technologies used, set up the CI/CD pipelines, and managed the deployments.

**Square Footage Collection Application v 1.0***Sept.2015-Aug. 16*

A data collection web application developed for a Fortune 200 public retail company with rigorous business rules and requirements. Built in a Monolith client-server architecture, then decomposed and refactored to be part of a larger Eco-system.

**CanSat***Feb. 2015 -Apr. 15*

An Educational Nanosatellite project that utilizes various sensors, actuators, transmitters, and receivers. It consists of two Microcontrollers communicating with radio transmissions from the satellite to a ground station. The satellite collects temperature, humidity, pressure, geolocation, acceleration and orientation measurements, stores them onto an SD card, and then sends them to the ground station where data is processed and visualized in a dashboard built with LabVIEW. A PCB board was designed and manufactured to electrically connect the sensors and electric components of the device. The components used include Atmega328, MPU-6050 (Accelerometer and Gyroscope sensor), BMP085 (pressure sensor), DHT11 (humidity and temperature sensor), RF or Xbee (for wireless communication through UART protocol), and GPS Module.

**Dragon Shooter – Augmented Reality (AR) Game AR***Feb. 2017 - Apr. 17*

A project developed for IT 7031C-Advanced Technologies for Game Development class. It is built using C# on the Unity Game Engine to provide an interactive game environment where a player can see and fight flying dragons in their real setting.

**Pomodoro - Visual Studio Code Extension***April, 2017*

A productivity/time-management tool developed for Visual Studio Code to help developers stay on task and be more efficient. It is a personal open-source project, built with TypeScript and Node.js. It is adopted and downloaded 11k+ times.

**Terminal Launcher - Visual Studio Code Extension***March, 2017*

A developer productivity tool to configure Visual Studio Code Integrated Terminal windows for different projects. The tool is a personal open-source project built with TypeScript and Node.js. It is adopted and downloaded 2900+ times.

**Can I Use - Visual Studio Code Extension***April, 2017*

A developer tool that provides an easily accessible up-to-date browser support tables of frontend technologies on desktop and mobile web browsers. Users gets access to the resource from their integrated development environment (IDE) or code editor. The extension was adopted and downloaded 700+ times.

**API Doc Generator – Paw Cloud Extension***July, 2017*

A productivity tool for developers who use the *Paw* HTTP Client application to test web services. The extension allows users to automatically generate JavaScript API documentation in the apiDoc format, based on the parameters passed and the results received from the API being request. The platform doesn't show download metrics of the extension.

**Smart-Home Embedded Systems project***August 2014*

An Embedded Software and Systems Diploma's capstone project from the Syndicate of Engineers in Egypt. The system users two Atmega16 AVR micro-controllers. Users are authenticated using a passcode stored in an external EEPROM and interfaced through I2C Protocol. The system controls multiple lights and motors through Pulse-Width Modulation (PWM) controlling electric window blinds and doors. The system protocols and libraries were implemented using C and C++ programming languages.

## Trainings, Courses and Conferences Attended

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### Trainings

SEI Software Architecture Professional from Carnegie Mellon University's Software Engineering Institute	<i>In-progress</i>
Communication for Leadership Success	<i>4 Hours</i>
Coaching for Peak Performance.	<i>4 Hours</i>
CanSat Training Program at the Space Systems and Technology Laboratory (SSTLab).	<i>84 Hours</i>
Embedded Systems Software Diploma, Certified.	<i>170 Hours</i>
Entrepreneurial Development Skills Program.	<i>60 Hours</i>

### Conferences Attended

O'Reilly Open Source Convention (OSCON) – July 2019	<i>5 Days</i>
Ohio Higher Education Computing Council (OHHEC) – May 2019.	
O'Reilly Open Source Convention (OSCON) – July 2018.	<i>5 Days</i>
Ohio Higher Education Computing Council (OHHEC) – May 2018.	
O'Reilly Open Source Convention (OSCON) – May 2017.	<i>5 Days</i>
Microsoft Tech Summit – Jan 2017.	<i>2 Days</i>

### Online Courses

- Machine Learning (Stanford University through Coursera), Certified.
- Programming Foundations: Programming.
- Programming Foundations: Object-Oriented Design.
- Programming Foundations: Database.
- Foundation of Cloud Architecture.

## Achievements

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- Awarded the 2021 School of Information Technology “**Outstanding Service Award**”.
- Awarded the 2019 School of Information Technology’s “**Distinguished Young Alumni Award**”.
- Awarded the 2019 University of Cincinnati’s College of Education, Criminal Justice, and Human Services “**Above and Beyond Professionalism**” Award.
- University of Cincinnati | CECH | **Dean’s List 4.0 GPA** (Spring 16, Fall 16, Spring 17, Fall 17, Spring 18)
- Awarded the UC’s School of Information Technology **Graduate Assistantship**.
- **Outstanding Student** Award from the Learning Center for Applied Technology (LCAT) 2011.
- The United States **President’s Volunteer Service Award** in 2011.
- **Outstanding Volunteer Service Award** in 2011 from the United States Department of State.

## Activities

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<b>Kapolei Robotics Team (Team 2445)</b> , Programming Team	<i>2010-11</i>
<b>Space Systems Technology Laboratory (SSTLab)</b> , Egypt	<i>Dec. 14 – Aug. 15</i>
Member of the CubeSat research Team, CanSat Design-Build-Launch Competition	
• Responsible for the CanSat’s On-Board processors and programming	
<b>Student Government</b>	<i>2012-13</i>
Faculty of Engineering, Cairo University	
<b>Legislative Internship Program in Hawaii State Senate</b>	<i>December 2010</i>
Worked as an Assistant to the Representative Sharon Har of the State of Hawaii.	
<b>Better Understanding for Better World (BUBW)</b>	<i>December 2010</i>
Cultural and Religious Tolerance and Dialogue program.	
<b>Department of State Alumni Connect</b>	<i>November 2013</i>
Experiential Team Building Training at the US Embassy in Cairo, Egypt.	