



10-14 OCT 2022 | DUBAI WORLD TRADE CENTRE

CODING MAKING INVENTING

Bring on the tech
creator economy

METAVVERSE



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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE



2022 Proposed stages on the floor plan (Work in progress)

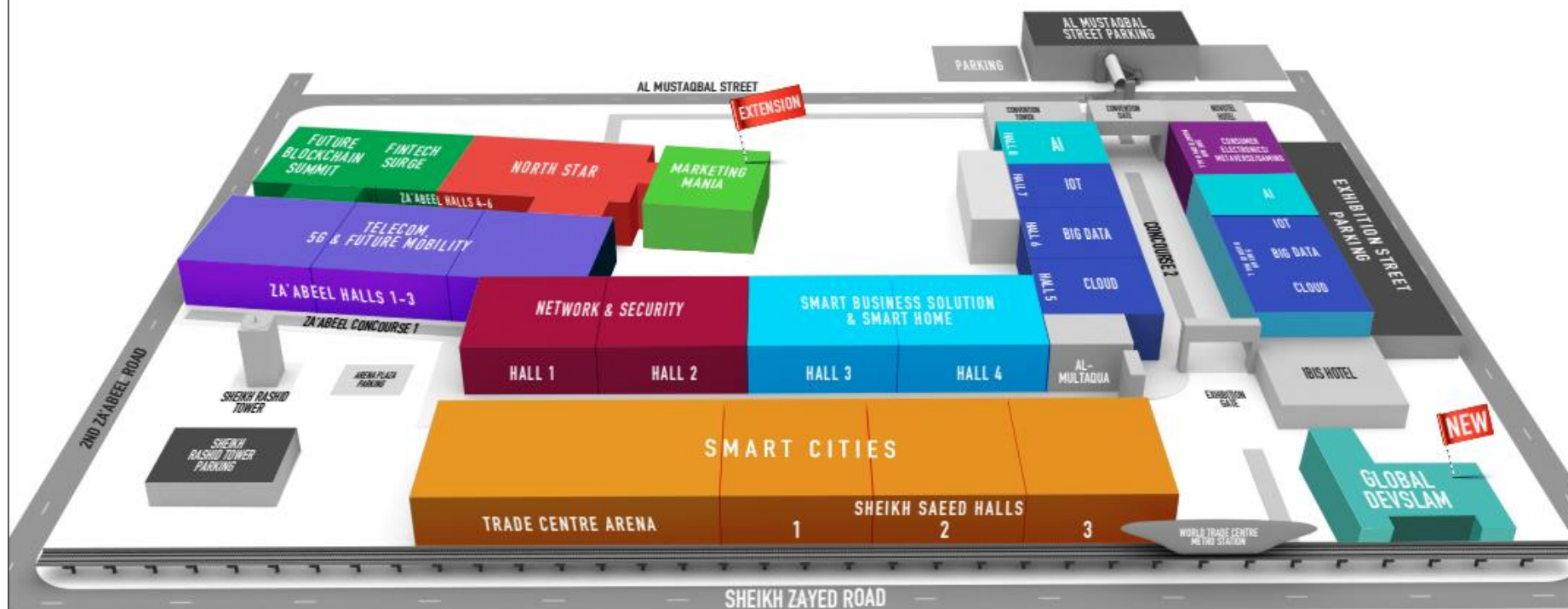


10-14 OCT 2022



10-13 OCT 2022

A fully integrated conference programme across all shows/halls.





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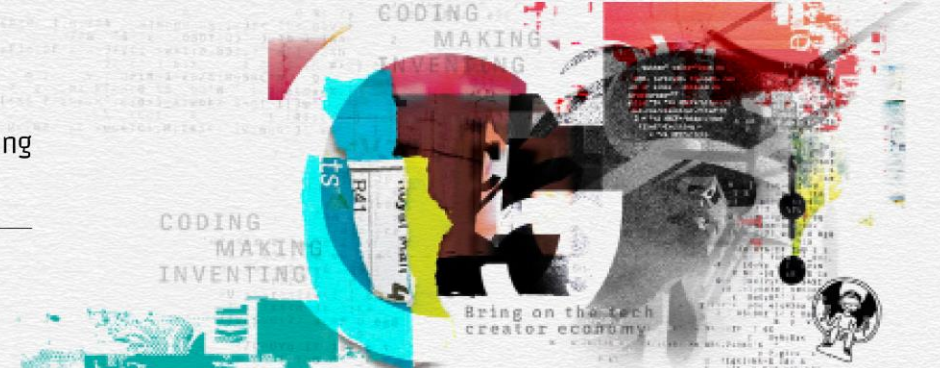


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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE



GLOBAL
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DEVOPS &
JAVATALKS



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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE

DevOps & Java Talks
Early confirmed Tech Pioneers & Gurus

10 October 2022, Monday
GLOBAL DevSlam Hall



Simon Ritter, Deputy
CTO, Azul Systems (UK)



Yaqueline Hoyos Montes,
Sr. Web UI Developer,
Globant (Germany)



Aishwarya Srinivasan, A
contributor to Scikit
Learn, Data Scientist,
Google (USA)



Harish Srigiriraju,
Principal Engineer and
Head of Analytics,
Verizon Cloud (USA)



Mahmoud Shahoud, Sr.
Android Engineer, Habit
360 (Turkey)



Seth Dobrin, Global Chief
AI Officer, IBM (USA)



Taraqur Rahman, Chief
Data Scientist, Project
Owl (USA)



Derval O'Neill, Founder,
CodEng (Italy)



AGENDA – DEVOPS & JAVATALKS 10 OCT | GLOBAL DevSlam Hall

11.55 MC REMARKS

12.00 Welcome Address: Official launch of Global DevSlam

- Key objectives
- Work collaboration opportunities

RESERVED

12.15 Keynote Address: Introduction to the Apache Software Foundation

The largest open source foundation in the world with \$22B+ worth of software products are made available to the public-at-large at 100% no cost

- Key objectives
- Work collaboration opportunities

RESERVED

12.30 Keynote: The Java of Tomorrow

- Impact on emerging technologies
- Crisis and collaboration"

RESERVED

14.10 Panel Discussion: The Coolest Things now made possible with Java Virtual Machines (JVM)

- How can you mix programming languages like Java, Scala, Groovy, and Kotlin?
- Difficult in Java but easy in JVM!

12.45 JavaScript Framework for Building User Interfaces: Frontend Development with Vuejs and Vuex for Handling State from APIs

"Vue builds on top of standard HTML, CSS and JavaScript, and provides a declarative and component-based programming model that helps you efficiently develop user interfaces, be they simple or complex.

- State: Where you store the data
- Getters: Functions to get state data
- Mutations: Functions to mutate state data
- Actions: Functions to call the API endpoints
- Modules: Structure state for big and complex applications"

Yaqueline Hoyos Montes, Sr. Web UI Developer, Globant (Germany)
A terrific developer of web interfaces with Vuejs, React and Vanilla JS

13.05 Keynote: Open Source Gaming DevOps

- Introducing ARVR server framework and architecture

13.25 Case Study: Avoiding an App Crash by Preventing Out of Memory Errors in JVM

- Monitoring memory spaces and growth patterns to proactively detect memory shortfall
- Database optimisation using effective storage, data retrieval and indexing

Simon Ritter, Java Champion & Deputy CTO, Azul Systems (UK)
An expert at Java Virtual Machines and runtime platforms for Java applications, contribute to the launch of Azul Intelligence Cloud that analyse and optimise Java fleets

13.45 Data centric machine learning

Aishwarya Srinivasan, Contributor to Scikit Learn, Data Scientist, Google (USA)
LinkedIn Top Voice Data & AI 2020 in with over 300k Followers; Contributor to Scikit Learn; Patent for developing a Reinforcement Learning model for Machine Trading, Top 10 ML influencers in the world

14.05 DevOps, AIOps & CloudOps: The Gamechanger for Effective Transformation

- AI ethics and bias
- Integration of IT operations management, automation, monitoring, testing and others
- Cloud and cloud-native deployments

Seth Dobrin, Global Chief AI Officer, IBM (USA)
Measures candidates on the ability to code using Python for all roles on the data science team; Established the Data Science Elite team that has grown to almost 100 data scientists around the world and has been deployed on more than 130 Artificial Intelligence, Data Science and Machine Learning projects, advancing the journey to AI for global customers from Royal Bank of Scotland to Wunderman Thompson Data

14.25 DevOps Case study: How Progressive Web Applications (PWA) can Provide Value

- Using PWA to reduce costs and time to market significantly
- How do server side configurations help with A/B testing and making quick product changes

Harish Srigiriraju, Principal Engineer and Head of Analytics, Verizon (USA)
Winner of Best Technology and Analytics Leadership at Internet 2.0 event in Las Vegas; Using a combination AI, Cloud and DevOps to drive customer experience and data science at one of the largest technology companies in the world

14.45 Case Study: Optimising Pattern Matching for Java Developers

- Within the pattern, the data structure can be dynamically disassembled and more features can be added by developers in Java.
- Creating a Matcher object that can match arbitrary character sequences against the regular expression
- Writing Cleaner Code with Pattern Matching for Instanceof



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AGENDA – DEVOPS & JAVATALKS

10 OCT | GLOBAL DevSlam Hall

15.05 Introduction to Project Owl: Connectivity is the Key

- The combination of IOT, Wifi to provide an off-grid, off-telecoms networking solution when traditional infrastructure is offline
- The ClusterDuck Protocol: An open source firmware for wireless sensing and communications

Taraqur Rahman, Chief Data Scientist, Project Owl (USA)
Winner of IBM's Code of 2019 award

15.25 Case study: Creating an app from scratch that can be used by millions

Mahmoud Shahoud, Winner of One Million Arab Coders competition & Sr. Android Engineer, Habit 360 (Turkey)
Clinched the \$1 million prize after undergoing training and developing the One Million Arab Coders competition's winning software project

15.45 Getting young people excited about learning to code, whether they speak English or not. A test case in Italy

- The approach for non-English speaking students learning programming languages like python and javascript, as well as robotics and the latest developments in the industry
- Gamification, "edu-tainment", visual block coding and the organisation of international code camps

Derval O'Neill, Founder, CodEng (Italy)
Derval is an expert in teaching coding to middle and high school students, helping them to build video games using Python, create web pages with Javascript and programme a range of robotic devices such as Lego Mindstorms and the app-based robotic ball, Sphero. She is also an early proponent of the teaching of Swift Playgrounds 4 to develop apps directly on the iPad, in particular as part of recent code camps to Expo and Silicon Valley





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GLOBAL
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PYCON MEA



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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE



PyCon MEA
Early confirmed Tech Pioneers & Gurus

11-12 October 2022
GLOBAL DevSlam Hall



David Mertz, Keynote speaker for PyCon events & Senior Python Trainer, KDM Training (USA)



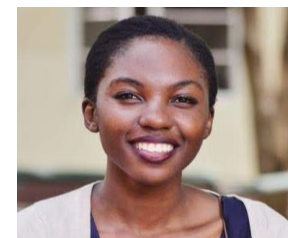
Pablo Galindo Salgado, Physicist & Software Engineer - R&D Python Infrastructure, Bloomberg (UK)



Sebastian Ramirez Montano, Creator, FastAPI (Germany)



Travis Oliphant, Creator of NumbPy & Co-Founder, Continuum Analytics & Anaconda Inc (USA)



Marlene Manghami, Developer Advocate at Voltron Data & Director, Python Software Foundation (Zimbabwe)



Ketan Umare, Co-Creator of Flyte, Co-Founder & CEO, Union.ai (USA)



Michael Foord, Python Trainer, Consultant & Contractor, Agile Abstractions (UK)



Shilpa Karkeraa, Founder & CEO, Myraa Technologies (Singapore)



Koketso Motse a.k.a KapFresh, Rapper & Founder, Billionaire Developers (South Africa)



Carl Meyer, Core member of Django Python framework & Software Engineer, Instagram (USA)



Yaqueline Hoyos Montes, Sr. Web UI Developer, Globant (Germany)



Simon Prickett, Manager of Developer Advocacy, Redis (UK)



PyCon MEA
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11-12 October 2022
GLOBAL DevSlam Hall



Christian Heimes,
Core member of the Python
Security Response Team,
Python Software Foundation
(Germany)



Yaqueline Hoyos Montes,
Sr. Web UI Developer,
Globant (Germany)



Kautilya Katariya,
World's Youngest Python
Programmer, Kautilya
Concepts (UK)



Fabio Pliger, Creator of
PyScript & Principal
Software Architect,
Anaconda Inc (USA)



Esteban Maya Cadavid,
Director of Technology,
Bitlabs (Colombia)



Dr. Ian Stokes-Rees,
Computational Scientist &
Associate Director, BCG
(USA)



Ben Nuttal, Creator of
GPIO Zero Python library &
Software Engineer, BBC
News Labs (UK)



Niels Bantilan, ML
Engineer at Union.ai &
Creator, Pandera (USA)



Boris Paillard,
CEO, Le Wagon (France)



Clement Eulry, GM, Le
Wagon (France)



Haytham Abuel Futtuh,
Co-Creator of Flyte, CTO,
Union.ai (USA)



Amit Andre, CEO &
Founder, Data Labs
(India)

AGENDA – PYCON MEA 11 OCT | GLOBAL DevSlam Hall

11.05 Welcome Address: Official launch of PyCon MEA

- Key objectives
- Work collaboration opportunities

11.20 Keynote: Making CPython Faster without Breaking the Application Binary Interface

- Preserving maintainability and a straightforward and comprehensible codebase
- Finding alternate runtimes like PyPy to wrap modules written in C/C++

11.40 Keynote: Make Coding Fun

Travis Oliphant, Creator of NumbPy & Co-Founder, Continuum Analytics & Anaconda Inc (USA)
Creator of NumbPy, a library for the Python programming language; While at Continuum Analytics, won the \$100K award, for the feasibility of designing a high-level data-parallel language extension to Python on graphics processing units; Founder of Anaconda, the world's most popular datascience platform, based on Python, which has over 25 million users today

12.00 Case Study: Making CPython Fast!

- Until recently, CPython (the reference implementation of Python) has not prioritized speed. Pypy and other alternate re-implementations have taken the lead on a faster Python, but face adoption challenges due to compatibility issues with the large existing base of CPython extensions
- Discussing rekindling of the Pyston project, the Pyjion plug-in JIT compiler, Microsoft's faster-cpython effort and Instagram's Cinder
- Challenges presented by making CPython fast, lessons learned from other dynamic languages, the approaches taken by each of these projects, and what may come next

Carl Meyer, Core member of Django Python framework & Software Engineer, Instagram (USA)
Core developer of the Django framework, a high-level Python web framework that encourages rapid development and clean, pragmatic design, a free and open source software taking care of the hassle of web development; core member of the team at Instagram who made the performance-oriented fork CPython, Cinder available as an open source

12.20 Deep Dive: Dealing with Unpredictable Demand: Inventory Management using Python

- Creating sample data using a Python code
- Addition, deletion and editing of products with integration and simulation
- Data visualization for admin support

Michael Foord, Python Trainer, Consultant & Contractor, Agile Abstractions (UK)
One of the most revered Python trainers in the world, is developing free and open source software, used by members of the Python and open source communities; Regular speaker at PyCon, EuroPython and PyCon UK

12.40 Case Study: Transforming your Business using Python for A/B Testing

- Differentiating between UI and UX designs
- Conversion rate optimisation

14.00 Open source project: PyArrow: Making my First PR To Apache Arrow

- Cloning the Arrow Github repository
- Setting up a Dev environment & building arrow c++

Marlene Manghami, Developer Advocate at Voltron Data & Director, Python Software Foundation (Zimbabwe)
A passionate Pythonista using tech to facilitate social change and empower Zimbabwean women but was also the chair of the very first PyCon Africa; First African woman to be on the board of the Python Software Foundation; Founder of ZimboPy an after school coding program for girls in under served communities in Zimbabwe

14.20 Time Series Forecasting using Python

- Importing a Python script to the Pandas library
- Defining autoregressive moving average (ARMA), autoregressive integrated moving average (ARIMA) to find algorithmic parameters for each model

14.40 Case Study: Developing Python Wheels (piwheels) for Raspberry Pi

- A low cost, credit-card sized computer that plugs into a computer monitor or TV
- Introduction to piwheels, a Python package repository providing Arm platform wheels
- Configuration changes and its impact on Python distribution packages

Ben Nuttal, Creator of GPIO Zero Python Library, Community Manager at Raspberry Pi & Software Engineer, BBC News Labs (UK)
Creator of GPIO Zero Python library, a simple interface to GPIO devices with Raspberry Pi, a low cost, credit-card sized computer that plugs into a computer monitor or TV

AGENDA – PYCON MEA 11 OCT | GLOBAL DevSlam Hall

15.00

Case Study: Its OK to be Wrong: Introducing Bloom Filters with Python and Redis

Working with Python and Node.js code that is provided for you, and a database in the cloud, you'll build a system that receives and processes events in real time. This hands-on workshop will teach you all you need to know to get up and running with streaming data in Redis, and how to scale and manage your event processing application. Who should attend:

- This workshop is suitable for software developers, architects and data scientists at all levels, who are interested in streaming data and key-value data stores.
- Attendees should have some familiarity with Node.js and Python, but do not need to be able to code in these languages - example code will be provided.

Benefits of attending:

- You'll learn how to use Redis Streams in a heterogeneous microservices architecture.
- Gain hands-on experience using Node.js, Python and Redis in the cloud.
- Discover how Redis can be used for so much more than just caching, which is where most developers usually encounter it.

What do you need:

- A laptop with internet connection to your wifi
- Access to github.com and redis.com
- Python 3 installed
- Node.js installed (current Long Term Stable version or newer)

Simon Prickett, Manager of Developer Advocacy, Redis (UK)

The driving force behind Open-Source Redis, the world's most loved in-memory database, and commercial provider of Redis Enterprise, a real time data platform

15.20

Case Study: MLOps made Fun using Python

- MLOps acts as the unifying factor for data scientists and operations that automate ML and deep learning deployment in large scale production environments like OTT, travel, logistics, BFSI and FMCG
- Microservices modeling
- Concept to production

Niels Bantilan, Creator, Pandera (USA)

Creator of a dataframe validation library for scientists, engineers, and analysts seeking correctness, the system integrator for the world's most popular Python based software "FastApi" with Geopandas; Core Member of Flyte OSS software, used by Lyft

15.40

Core Development of Python: Global Case Studies and Examples of Bugs and Lessons Learned

- What does a core Python developer's journey look like
- Unforced errors, bugs, unexpected situations and solutions forward

Pablo Galindo Salgado, Physicist & Software Engineer - R&D Python Infrastructure, Bloomberg (UK)

in charge of the infrastructure team to develop, deploy and run all Python code across Bloomberg's channels; Python core developer, Steering Council member and release manager of Python 3.10 and 3.11



AGENDA – PYCON MEA 12 OCT | GLOBAL DevSlam Hall

10.55 MC remarks

11.00 Case Studies: How do you make Python High Performance and Faster?

- Introducing multi-core faster Pandas with the right profiling
- High performance tasks: Sklearn in dev, Istsq for production, Numba and DASK

11.30 Competitive Programming and Python

Kautilya Katariya, Algorithm Lover, Problem Solver & Guinness World Record Title Holder, Kautilya Concepts (UK)
Guinness World Record for being the youngest programmer at the age of 6; Microsoft MTA & IBM Professional AI certified; Inspirational tech speaker at EuroPython & World Government Summit

12.00 Game Development in Python , PyGame and E-Sports

- Game architecture, development and design
- PyGame: The future of jobs like streamer, broadcaster, e-sports manager, sound engineer etc

Koketso Motse a.k.a KapFresh, Founder, Billionaire Developers (South Africa)
One of the youngest top game developers in the world, using Python software to develop competetive games; Part of the Google Hustle Academy 2022

12.20 Game Development in Python: You Don't Need to be a Coder, just a Competitor

- Game design and development
- Unveiling the future art of data science

12.40 Creating Animations, VFX and Special Effects using Python

- Introduction to matplotlib, Animation base class, code samples, code processing
- Making complex things simple: Automations, modeling, rigging, character movements etc

14.00 Building the BCG Smartbanking.AI advanced analytics framework with Python, Django, and React

Dr. Ian Stokes-Rees, Computational Scientist & Associate Director, BCG (USA)
A large scale high performance computing (HPC) scientist, part of a team that developed the distributed computing framework for the CERN LHCb experiment in Python, which ran on over 200,000 computers around the world across 250 physics computing centers; A computational structural biology expert at the Harvard Medical School

14.20 Let the AI do the Talking: Adventures with Natural Language Generation (NLG) in Python

- Infinite monkey theorem
- Natural language generation for machine generation

14.40 Deep Dive: Introducing Bokeh: The Bridge that Connects Widgets, Plot Tools and UI Events

- Building beautiful graphics, ranging from simple plots to complex dashboards with streaming datasets
- Create JavaScript powered visualisations without writing any JavaScript yourself

Fabio Pliger, Principal Software Architect, Anaconda Inc (USA)
Creator of Bokeh, unique library in its genre that lets users create beautiful and complex visualizations from Python without writing Java Script or HTML

15.00 Special Session: Runtime Libraries using Python Annotations

With their initial inclusion in Python 3.0, annotations grew a variety of uses. Since PEP-484 in 2014, and with subsequent expansions of gradual static typing support in the language, type checking has become the predominant and "official" use for annotations. The most visible such use is in static type checkers. Over this same period, however, a number of widely used and powerful libraries have also grown runtime uses for annotations. In the main, these libraries also utilize annotations for typing purpose, but the nuances of typing sometimes vary between runtime enforcement or hinting and static lint-like analysis of whole programs. Both static and runtime type checking can be useful for Python programs and libraries. Ideally, the same annotations can be used for both purposes, but in edge cases this fails. Runtime libraries also commonly express interfaces to external programs in a manner static checks cannot, and also sometimes are able to detect and prevent runtime conditions that are not always accessible to static analysis. Among libraries that use annotations for runtime purposes are dataclasses, attrs (structured data, not enforced typing), typer for CLI interfaces, SQLAlchemy, odmantic, and Beanie for database interaction, Pydantic, and FastAPI for JSON microservices (and other uses), and the use of annotations in documentation systems like Sphinx.

David Mertz, Keynote speaker for PyCon Vvents & Senior Python Trainer, KDM Training (USA)

A regular keynote speaker at PyCon events globally, his My_Charming Python column was the mostly widely read discussion of the Python programming language worldwide for a number of years

15.20 Python security: TLS/SSL (Transport Layer Security/Secure Sockets Layer)

- Building beautiful graphics, ranging from simple plots to complex dashboards with streaming datasets
- Create JavaScript powered visualisations without writing any JavaScript yourself

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Cloud Kubernetes
Early confirmed Tech Pioneers & Gurus

13 October 2022
GLOBAL DevSlam Hall



Ketan Umare, Co-Creator
of Flyte, Co-Founder &
CEO, Union.ai (USA)



Priyanka Vergadia, Chief
Content Officer & Lead
Developer, Google (USA)



Justin Garrison,
Sr. Developer Advocate,
Amazon Web Services
(USA)



Dr. Ibrahim Haddad, VP
Strategic Programs, The
Linux Foundation (USA)



Niels Bantilan, ML
Engineer at Union.ai &
Creator, Pandera (USA)



Esteban Maya Cadavid,
Director of Technology,
Bitlabs (Colombia)



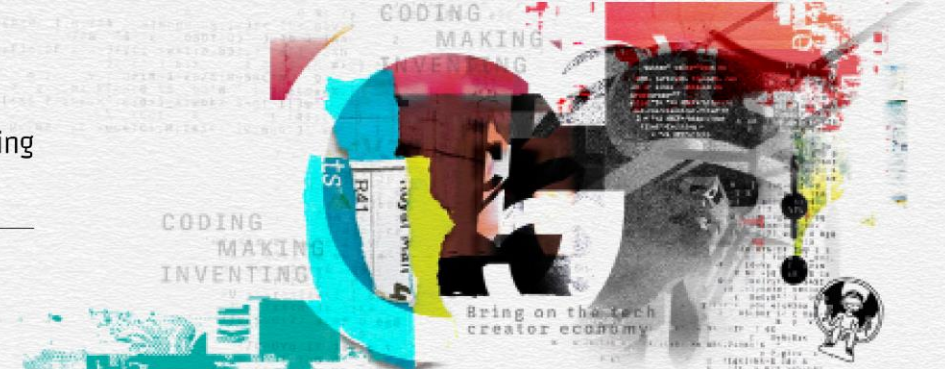
Yaqueline Hoyos Montes,
Sr. Web UI Developer,
Globant (Germany)



Dr. Han Xiao, Board Member
Linux AI Foundation, Chairman
of the German-Chinese
Association of AI, Founder &
CEO, Jina AI (Germany)



Haytham Abuel Futtuh,
Co-Creator of Flyte, CTO,
Union.ai (USA)



AGENDA – CLOUD KUBERNETES 13 OCT | GLOBAL DevSlam Hall

10.55 MC remarks

11.00 Keynote: How do you build a DevOps Pipeline using Kubernetes?

- Explore the integration of Kubernetes into the DevOps pipeline by understanding relationships between enterprise DevOps, agility culture and the role of containers in CI/CD pipelines
- Using Containerization to have DevOps teams break their toolchains down into microservices
- Swapping out tools or making modifications without interrupting the rest of the pipeline using containers

11.20 The Epiphany: Cloud Native Infrastructure with Kubernetes

- Using the Spring Framework and Apache KAFKA together
- Whats new an what skills are needed to be the developers of tomr?

Justin Garrison, Sr., Developer Advocate, Amazon Web Services (USA)
The man behind Amazon Elastic Kubernetes Service, author of Cloud Native Infrastructure, and long-time, open-source developer

12.00 Travel Case Study on Container Orchestration: Developing Cloud for Future Air Travel

- Migration from data centres to cloud is always a multi-step process for the travel industry which is now bouncing back to pre-pandemic levels
- Cloud native framework to manage mobile apps, airport check-in kiosks, online travel sites, airline and hotel reservation networks, travel agent terminals, aircraft schedules etc
- The art of combining cloud, containers and microservices

12.20 Case Study: Managing Development Teams in Fast Moving Startups

- Tips learned from managing 12 developers with 7 projects at the same time

Yaqueline Hoyos Montes, Sr., Web UI Developer, Globant (Germany)
A terrific developer of web interfaces with Vuejs, React and Vanilla JS

12.40 Case Study: Automating Kubernetes through Continuous Integration and Continuous Delivery (CI/CD)

- The biggest objectives of platform architects, DevOps engineers, release engineers and cloud specialists are to release software in an efficient, quick, and sustainable way.
- How can you approach software CI delivery as per your computing platform?
- Tightening the development feedback loop and to surface errors and problems as early as possible in the development process

14.00 Data science in the cloud

While you likely know that data science is the practice of making data useful, you may not have a clear landscape around the tools that can aid each stage of the data science workflow as you use machine learning to tackle your challenges. In this session you will discover the six broad areas that are critical to the process of making data useful, and some corresponding tools that make it easy for you to get started.

Priyanka Vergadia, Chief Content Officer & Lead Developer Advocate, Google (USA)
Co-Host of the Google Cloud Platform podcast, technical storyteller and content creator who has created over 300 videos, articles, podcasts, courses and tutorials which help developers learn Google Cloud fundamentals, solve their business challenges and pass certification

14.20 Tracking Container Orchestration Revenue: How can it help in Infrastructure Optimisation?

- Scaling globally and lowering latency
- Embedding with other platforms using multi-cluster automation

14.40 Demo Case Study: Streaming Cloud Production Data Pipeline using Python and Apache Beam

With their initial inclusion in Python 3.0, annotations grew a variety of uses. Since PEP-484 in 2014, and with subsequent expansions of gradual static typing support in the language, type checking has become the predominant and "official" use for annotations. The most visible such use is in static type checkers. Over this same period, however, a number of widely used and powerful libraries have also grown runtime uses for annotations. In the main, these libraries also utilize annotations for typing purpose, but the nuances of typing sometimes vary between runtime enforcement or hinting and static lint-like analysis of whole programs. Both static and runtime type checking can be useful for Python programs and libraries. Ideally, the same annotations can be used for both purposes, but in edge cases this fails. Runtime libraries also commonly express interfaces to external programs in a manner static checks cannot, and also sometimes are able to detect and prevent runtime conditions that are not always accessible to static analysis. Among libraries that use annotations for runtime purposes are dataclasses, attrs (structured data, not enforced typing), typer for CLI interfaces, SQLAlchemy, odmantic, and Beanie for database interaction, Pydantic, and FastAPI for JSON microservices (and other uses), and the use of annotations in documentation systems like Sphinx.

David Mertz, Keynote speaker for PyCon Vvents & Senior Python Trainer, KDM Training (USA)

A regular keynote speaker at PyCon events globally, his My_Charming Python column was the mostly widely read discussion of the Python programming language worldwide for a number of years

15.20 Advancing the open source platform and empowering open source innovators

Dr. Ibrahim Haddad, VP Strategic Programs, The Linux Foundation (USA)
Creator and maintainer of the Open Source AI & Data landscape at The Linux Foundation, previously at Samsung, established and executed SamsungNext the global open source division

AGENDA – CLOUD KUBERNETES 13 OCT | GLOBAL DevSlam Hall

15.20

Unveiling Flyte: The ML Workflow behind Lyft, Spotify, Freenome and others

- Flyte manages over 10,000 unique workflows at Lyft, totaling over 1,000,000 executions every month, 20 million tasks, and 40 million containers.
- Creating concurrent, scalable and maintainable workflows for machine learning and data processing
- How is Flyte now the de-facto platform for pricing, locations, ETA, mapping and autonomous vehicles

Niels Bantilan, Creator, Pandera (USA)

Creator of a dataframe validation library for scientists, engineers, and analysts seeking correctness, the system integrator for the world's most popular Python based software "FastApi" with Geopandas; Core Member of Flyte OSS software, used by Lyft

Haytham Abuel Futtuh, CTO, Union.ai (USA)

Co-Creator of Flyte, used by Lyft, the workflow automation platform for complex, mission-critical data and ML processes at scale, Flyte has been battle-tested at Lyft, Spotify, Freenome, is an entirely open-source with an Apache 2.0 license under the Linux Foundation

Ketan Umare, Creator, Flyte, Co-Founder & CEO, Union.ai (USA)

Co-Creator of Flyte, used by Lyft, the workflow automation platform for complex, mission-critical data and ML processes at scale, Flyte has been battle-tested at Lyft, Spotify, Freenome, is an entirely open-source with an Apache 2.0 license under the Linux Foundation

15.40

Neural networks: The art of open source coding to decode unstructured data

Dr. Han Xiao, Board Member Linux AI Foundation, Chairman of the German-Chinese Association of AI, Founder & CEO, Jina AI (Germany)

Man responsible for laying down Tencent AI's WeChat open source neural infrastructure, Raised \$37.5M by Canaan, GGV, Yunqi, Mango, SAP.io, Jina AI is recognized as one of the most fast-growing AI startups in the world; His project "Fashion-MNIST" a dataset of Zalando's training set of 60,000 examples is rated as one of the best in the world





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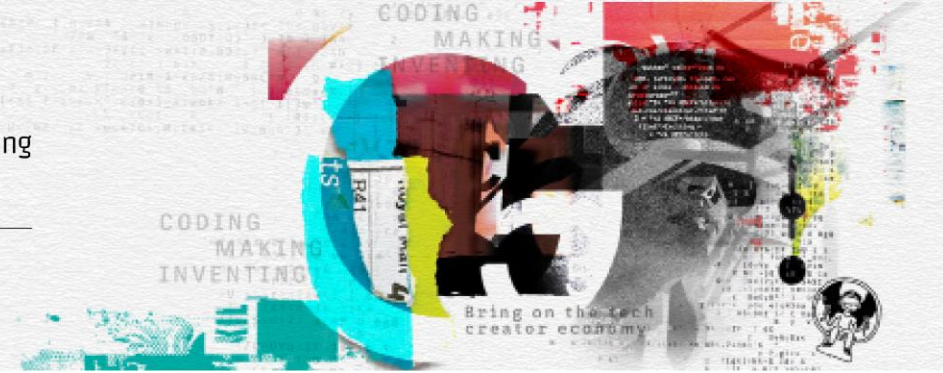


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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE

AGENDA – DEVSLAM WORKSHOPS 10 OCT | GLOBAL DevSlam Hall

11.00

Hands on Workshop: Discover how to use the Speed and Simplicity of Redis to Handle Streaming Data

Working with Python and Node.js code that is provided for you, and a database in the cloud, you'll build a system that receives and processes events in real time. This hands-on workshop will teach you all you need to know to get up and running with streaming data in Redis, and how to scale and manage your event processing application.

Who should attend:

- This workshop is suitable for software developers, architects and data scientists at all levels, who are interested in streaming data and key-value data stores.
- Attendees should have some familiarity with Node.js and Python, but do not need to be able to code in these languages - example code will be provided.

Benefits of attending:

- You'll learn how to use Redis Streams in a heterogeneous microservices architecture.
- Gain hands-on experience using Node.js, Python and Redis in the cloud.
- Discover how Redis can be used for so much more than just caching, which is where most developers usually encounter it.

What do you need:

- A laptop with internet connection to your wifi
- Access to github.com and redis.com
- Python 3 installed• Node.js installed (current Long Term Stable version or newer)

Simon Prickett, Manager of Developer Advocacy, Redis (UK)

The driving force behind Open-Source Redis, the world's most loved in-memory database, and commercial provider of Redis Enterprise, a real time data platform

12.00

Hands on workshop: Create your First Python 2D Game (Workshop)

- Introduction to Python basic programming: Statements, loops, methods and functions
- PyGame basics: Introduction to colors, sounds, movements, and shapes
- UX: Building the player characters with additional features and capabilities, basic mathematical measurements, player collisions
- Exporting sprites to the game for a much more real look and feel
- Deploying the newly created game on a digital platform
- Test and play!Target audience: Beginners in Python, school and college students

Koketso Motse a.k.a KapFresh, Founder, Billionaire Developers (South Africa)

One of the top youngest game developers in the world, using Python software to develop competitive games; Part of the Google Hustle Academy 2022





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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE

AGENDA – WORKSHOPS 11 OCT | GLOBAL DevSlam Hall

12.00 Hands on workshop: Imagining our Future

This workshop will offer young people an opportunity to imagine a future whereby many aspects of our lives at home, in school and in the workplace are dominated by artificial intelligence, code and robotics.

Following a presentation and quiz, participants will have the opportunity to programme robots with sensors and motors using a visual programming language based on Scratch. Duration: 90 min. Age group: 10 - 14 years. Participants: 20. Level: Beginner. Facilities required: projector, screen, 10 iPads or laptops with Lego Mindstorms installed (pair programming)

Derval O'Neill, Founder, CodEng (Italy)

Derval is an expert in teaching coding to middle and high school students, helping them to build video games using Python, create web pages with Javascript and programme a range of robotic devices such as Lego Mindstorms and the app-based robotic ball, Sphero. She is also an early proponent of the teaching of Swift Playgrounds 4 to develop apps directly on the iPad, in particular as part of recent code camps to Expo and Silicon Valley

13.00 Live coding workshop: Quantum Computing 101: The Future of Computing Era

- Why do we need Quantum Computing?
- What is Quantum Computing
- Fundamentals of Quantum Computing
- Different Industry Application
- How Quantum Computing is accessible via Cloud
- Live Coding Session
- Challenges in Quantum Computing

Sanjay Vishwakarma, Qiskit Advocate and Founder of Quantumgrad, Research Software Engineer, IBM Quantum Computing ambassador, IBM (USA)
Built Deep Learning Language Model to predict and autocomplete Qiskit Quantum Programming Code that improved accuracy of the model by 8% using Sentence Piece Tokenizer for pre-processing and encoding of the dataset





10-14 OCT 2022 | DUBAI WORLD TRADE CENTRE



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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE

AGENDA – WORKSHOPS 12 OCT | GLOBAL DevSlam Hall

10.00

Hands of workshop: Exploring Swift Playgrounds 4 - App Development

In this workshop, aspiring coders will explore Apple's latest release of Swift Playgrounds: version 4 which was launched just last December. With Swift Playgrounds 4, it is now possible to create an app and publish it to the App Store directly from an iPad. The software provides a number of templates which users can adapt by adding their own content. During the workshop, participants will get to see and experiment with an app created by aspiring coders from Italy who attended Expo in February as part of a CodEng code camp.

Duration: 90 min.

Age group: 13 - 18 years,

Participants: 20 (pair programming)

Level: beginner/intermediate

Facilities required: projector, screen, 10 iPads with Swift Playgrounds 4 installed

Derval O'Neill, Founder, CodEng (Italy)

Derval is an expert in teaching coding to middle and high school students, helping them to build video games using Python, create web pages with Javascript and programme a range of robotic devices such as Lego Mindstorms and the app-based robotic ball, Sphero. She is also an early proponent of the teaching of Swift Playgrounds 4 to develop apps directly on the iPad, in particular as part of recent code camps to Expo and Silicon Valley

13.00

Deepdive: Introducing the Pandera project: Making data processing pipelines more readable and robust

- Under an MIT license, Pandera provides a flexible and expressive API for performing data validation on dataframes to make data processing pipelines more readable and robust.
- Creating a dataframe validation library for scientists, engineers, and analysts seeking correctness
- Using Pandera to define, check, synthesize, validate and integrate data with Python tools like pydantic and mypy

Niels Bantilan, Creator, Pandera (USA)

Creator of a dataframe validation library for scientists, engineers, and analysts seeking correctness, the system integrator for the world's most popular Python based software "FastApi" with Geopandas; Core Member of Flyte OSS software, used by Lyft





10-14 OCT 2022 | DUBAI WORLD TRADE CENTRE



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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE

AGENDA – WORKSHOPS 13 OCT | GLOBAL DevSlam Hall

10.00

Hands on activity:

Inspirational engagement activity: Learn the basics of Python from the world's youngest programmer

A hands on activity for a smaller group of 30-40 school and/or college kids where the idea is to inspire the school and college students here to take up programming and coding as a passion and career.

Kautilya Katariya, Algorithm Lover, Problem Solver & Guinness World Record Title Holder, Kautilya Concepts (UK)
Guinness World Record for being the youngest programmer at the age of 6; Microsoft MTA & IBM Professional AI certified; Inspirational tech speaker at EuroPython & World Government Summit

13.00

Hands on workshop: Build a robot, build your future!

- Have you ever built a real robot without instructions? Join our crazy lab and make your first DIY robot following only your creativity and your imagination!

Who should attend (job titles, industry verticals)
Kids from 3 years old to Teens

What will you learn from attending this workshop:

- Boost your problem-solving ability, trying to understand by your own how your robot could work
- Trust the teamwork power, collaborating with others to achieve complex solutions
- Use your full range of creativity, making your craziest ideas come true
- Improve your lateral thinking, finding unusual approaches with standard tools

Valeria Cagnina, Robotics Engineer & Co Founder, OFpassiON (Italy)
Child prodigy, A robotics engineer, in the top 100 under30 Forbes list, built her first robot at the age of 11, delivered a TED talk at the age of 14, Inspired by MIT, Founded a robotics school at the age of 16 that collaborates with MIT, Cisco, Allianz, Michelin, Enel, Disney, IBM, Github, National Geographic, Forbes, Ted X and Wired to name a few.

Francesco Baldassarre, Co-Founder, OFpassiON (Italy)
Launched robotics, tech and digital software and hardware courses starting from 3 years old for children not literate yet. The school now collaborates with MIT, Cisco, Allianz, Michelin, Enel, Disney, IBM, Github, National Geographic, Forbes, Ted X and Wired to name a few.



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10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE

AGENDA – LE WAGON WORKSHOPS 10 OCT | GLOBAL DevSlam Hall



le wagon

Le Wagon is the world's most acclaimed coding bootcamp, with an average grade of 4.98/5 according to 2200+ student reviews on Switchup. Le Wagon helps students re-invent their career with technology, through immersive bootcamps in Web Development and Data Science.

CERTIFIED WORKSHOPS

10
Oct

13.00

Hands on workshop: Introduction to Python: Learn to make your data speak with Python

- Description: In this workshop, you will discover the basics of programming with Python and will be quickly immersed in the daily life of a Data Analyst through concrete business cases using datasets from the real world.
Duration: 2h
Level: beginner

14.00

Hands on workshop: Web Scraping with Python: Fetch data from the web

- Description: Learn how to explore the "insides" of websites and extract information from them. In this workshop, we use Python, the BeautifulSoup scraping library, and an interactive Jupyter notebook to show you the basics of web scraping in a step-by-step tutorial.
Duration: 2h
Level: beginner-intermediate

15.00

Hands on workshop: AI 101: Dive into Artificial Intelligence w/ Machine Learning

- Description: Write your first Python code and see why it's THE language for Data Science Demystify what is (and isn't) Machine Learning in reality. Build your own Machine Learning model for salary prediction!
Duration: 1h-2h (depending on #participants)
Level: all levels



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10-14 OCT 2022 | DUBAI WORLD TRADE CENTRE

10-13 OCT 2022 | DUBAI WORLD TRADE CENTRE

AGENDA – LE WAGON WORKSHOPS

11 & 12 OCT | GLOBAL DevSlam Hall



le wagon

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CERTIFIED WORKSHOPS

11
Oct

10.00

Hands on workshop: Javascript Sprint: Write your first JS programs

- Description: Let's go through JavaScript, or JS, core notions together. JS allows developers to make dynamic and animated web pages. It is also the backbone of thousands of web applications and is used by biggest tech companies in the world.
Duration: 2h
Level: beginner

11.00

Hands on workshop: Build a game with Javascript: Write your first JS programs

- Description: This workshop is a 2-hour lecture to introduce the core concepts of JavaScript and follow simple steps to build your first basic game with JavaScript!
Duration: 2h
Level: beginner

12
Oct

10.00

Hands on workshop: SQL Sprint: Learn how to query a database with SQL

- Description: In a data-driven world discover SQL the standard language for relational database management. This workshop will cover most of the topics required for a basic understanding of SQL. Use it to query a database and retrieve information from it.
Duration: 2h
Level: beginner-intermediate

11.00

Hands on workshop: Product design Sprint: Discover the fundamentals of UX/UI design

- Description: A sprint methodology to define and prototype the MVP of your app. You'll define your target users' needs and will find the angle that makes your product different. You will also learn how to build an interactive mockup with Figma to test your design with real users.
Duration: 1h-2h
Level: all levels