

Mahmoud Abdallah

Frontend Engineer

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Education

B.Sc. in Computer and Systems Engineering; Grade: Very Good

Zagazig University

Sep 2017 – July 2022 - Egypt

Work Experience

Application Support Engineer @ Giza Systems

Feb 2024 – Present - Remote

- Resolving technical tickets promptly, ensuring optimal application functionality.
- Monitoring performance and server health and mitigating latency issues for seamless operation.
- Delivering weekly reports to management, detailing application performance metrics.

Teaching Assistant @ Air Defense Collage (ADC) - Military Service

Dec 2022 – Dec 2023 – On-site

- Instructed +50 students in various 2nd and 3rd year CSE courses such as: CSE 321, CS184.
- Conducted sessions and workshops on programming, problem-solving, and other relevant subjects.
- Provided guidance and supervision on students' projects and assisted them by offering materials and resources.

Skills

Programming: JavaScript, TypeScript, Python, C, C#, Java, SQL.

Technologies: HTML5, CSS3, SASS, GitHub, Docker, AWS, MySQL, Firebase.

Tools: Git, Linux, Postman.

Libraries: ReactJs, Material UI, Bootstrap, Tailwind CSS, Shadcn UI, Chakra UI, daisy UI.

Projects

Form Builder | [Demo](#) (Nextjs 14, TypeScript, tailwind CSS, PostgreSQL, Prisma)

A responsive full-stack application using Next.js 14, TypeScript, and Prisma. Enabled drag-and-drop form creation with real-time preview and sharing capabilities, deployed on Vercel. Built for learning purposes by following a comprehensive tutorial.

Fitness Exercise Counter System | [Demo](#) (Laravel, Bootstrap, MySQL, ESP32, Embedded Systems)

Developed and documented the whole system, overcoming challenging conditions and hardware limitations. Managed sensor configurations, wrote the logic, and created interface layouts. Demonstrated ability to work under pressure and time management, multitasking, and problem-solving skills while adhering to the software development lifecycle.

GameHub | [Demo](#) (React, React Query, Zustand, Chakra UI)

A video game discovery web app that helps you find new and interesting games to play. You can search for games by platform, genre, and more. Built for learning purposes by following a comprehensive tutorial. Adhered best practices, wrote modular and reusable components, and maintained clean code.

Smart Home101 (Graduation Project) | [Demo](#) | [Video](#) (React, MUI, AWS IoT Core, API Gateway, Lambda, ESP32)

A Smart home automation system leveraging diverse technologies, IoT, Machine Learning, web/mobile development to enhance home security, convenience. My role was to develop a web app incorporating best practices, with a focus on reusability and modular design, and also leverage AWS services to control and manage various sensors.

FastAnswer | [Demo](#) (React, React Query, Material UI, Firebase)

A Platform is similar to Stack Overflow, the data is pulled from Stack Overflow to provide valuable information. I collaborated with a colleague focusing on implementing reusable user interface components.

Volunteering

IEEE Zagazig Student Branch

Jun 2020 – Jan 2021 – On-site

Team Member in CS

- Helped students take first steps in learning coding and participated in developing branch vision and mission.

Certificates

Meta Front-End Developer Professional @Coursera (see [Credential](#))

Dec 2023

Cloud Native Architecture Application @Udacity (see [Credential](#))

Aug 2022

Full Stack Developer Training @ITI (see [Credential](#))

Aug 2021