

Ali Hassan

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EDUCATION

Faculty Of Engineering, University Of Alexandria, Egypt

Computer and Systems Engineering Bachelor |
Excepted 2023 | currently in Lv.2

Com. GPA: **3.82**

Relative Coursework:

- Programming I - learnt the fundamentals of functional programming -Fall 2019-2020
- Probability Theory -Fall 2019-2020
- Data Structures -Spring 2019-2020
- Statistics -Spring 2019-2020
- Programming II - learning OOP principles and Design Patterns -Fall 2020-2021

Honors: Ranked (2nd / 3089) in Lv.0 (2018-2019)
with GPA : 3.96

Mohammed Korayem High School, Alexandria, Egypt

Graduated in 2018

Honors: Ranked 1st in all three scholar years(2016 : 2018)

SKILLS

TECHNICAL SKILLS

Proficient with:

Java | JavaScript | Python | HTML | CSS | Vue.js | Data Structures and Algorithms | OOP principles | Design Patterns

Familiar with:

C | C++ | Swift | Spring-Boot

SOFT SKILLS

Strong:

Self learning | Problem solving | Initiative | Communication | Critical thinking | Creativity

TECHNICAL PROJECTS

PATHFINDING VISUALIZER | [Website](#) , [GitHub](#)

Summer 2020

- Built a Vanilla JS application for visualizing pathfinding algorithms and generating mazes using different algorithms
- Implemented 3 different pathfinding algorithms: BFS | A* Search | Dijkstra
- Implemented 3 different maze generation algorithms: Recursive backtracking | Eller| Kruskal

DRAWING APP |[GitHub](#) , [Documentation](#)

Fall 2020

- Co-Built a Vue.js & Spring Boot application to draw and edit geometrical shapes and lines
- Built the frontend (GUI) of the application
- The application supports:
 - moving , resizing, and styling shapes and lines
 - Delete, Copy, Cut, Paste
 - Undo, Redo
 - Saving projects in Json or Xml format
 - Loading a project and editing it