Ahmad Abdulrahman Radwan

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EDUCATION

Faculty of Engineering, Al-Azhar University   Cairo, Egypt
Major in Systems and Computer Engineering   *Sep. 2017 – Jun. 2022*
- Grade: Good.

PROBLEM SOLVING COMPETITIONS

- **Ranked 12th** on Egypt in Google HashCode 2021.

- **Finalist** and ranked 86th in Africa & Arab Collegiate Programming Contest (ACPC) 2020.

- **Ranked 42nd** in Egyptian Collegiate Programming Contest (ECPC) 2020.

- **Ranked 2nd** on Egypt in IEEEXtreme 14.0 Programming Competition.

- **Expert** on Codeforces, handle: RetiredRadwan.

EXPERIENCE & VOLUNTEERING

Mentor & Problem-setter   Feb. 2020 – Present
AIC - Al-Azhar ICPC Community   *Cairo, Egypt*
- Teaching topics, popular algorithms and techniques of competitive programming (CP).
- Helping write problem-sets for weekly sheets and contests.
- Currently, online tutoring +45 students in AIC'21 Level 2 Training.
- Trained +60 students in AIC'20 Level 1 Training.

Social Media Committee Head   Feb. 2020 – Present
AIC - Al-Azhar ICPC Community   *Cairo, Egypt*
- Using social media platforms to connect with trainees.
- Building and organizing the training step by step, publishing all content about CP & problem solving.

PROJECTS & EDUCATIONAL CAMPS

Notify Me | *JavaScript, HTML*   Jan. 2021
- Developed a full-stack web browser extension which notifies contestants when there are announcements on VJudge OJ running contests, instead of wasting time reloading pages and looking for them periodically.

In The Queue, Please | *Java, JavaFX GUI, CSS*   Dec. 2020
- Implemented the Deterministic and Stochastic Models in Queuing Theory, including showing graph result (if exists for a model).

Differentiation Lab | *Java*   May. 2019
- Implemented a calculator that allows you to solve first order and higher order derivatives of any function using Apache exp4j library, based on GUI.

AIC'19 Level 1 & 2 Training | *C++*   Feb. 2019 – Aug. 2020
- In level 1 training, I solved problems in C++ basics, learned complexity analysis and practiced on basic techniques (Frequency array, Prefix and Partial sum, Binary search and two pointers) and linear and non-linear data structures (Stack, Queue, Deque, Set, Map, Linked-list).
- In level 2 training, I solved problems and practiced for the collegiate programming contests, accomplishing level 2 plan, contained techniques of (Recursion & Backtracking, Dynamic programming, Counting, Meet in the middle, Ternary search), Graphs, Advanced Math (Probability), String algorithms and Geometry algorithms.

TECHNICAL SKILLS

Languages: C/C++, Java, Kotlin, Python, SQL, JavaScript, TypeScript, HTML/CSS.
Tools & Technologies: Unix/Linux, Git, CLion, IntelliJ, PyCharm, Android, Object-oriented programming in Java & C++, Data Structures and Algorithms in Java & C++.