

Asim Yasin

Software developer

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Portfolio: [Asim Yasin Portfolio](#)



Summary

Am a talent software developer, with love for building software products that can be easily scaled and maintained. I use **react**, **next.js**, **node.js**, **typescript** & **C# .net** as primary tech stack, while also being easy to extend and adapt to changing business needs. Applied design patterns such as dependency injection and solid principles to improve code quality and maintainability, resulting in a 30% reduction in code complexity and a 25% increase in team productivity.

professional experience

portfolio website

4/2025– 5/2025

- Developed a dynamic and responsive personal portfolio using **React**, showcasing skills, experiences, and projects in a well-structured format.
- Engineered an optimized web experience using **Next.js**, **TypeScript**, and **Tailwind CSS**, ensuring efficiency, responsiveness, and seamless user interaction.

E-commerce website (Freelance Project)

6/2024– 9/2024

- Built a full-stack e-commerce website with **C#** backend and **HTML/CSS/JavaScript** frontend, integrating **SQL Server** for efficient data management.
- Created Customer, User, and Shipper interfaces, enabling seamless product exploration, order tracking, and shipping operations.
- Enhanced functionality with **sales/revenue prediction**, **Bootstrap**-powered UI, and optimized payment processing for a superior user experience.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/E-commerce-website>

Online Store Project (Personal Project)

3/2024– 6/2024

- Constructed a robust online store from scratch, designing a high-performance database and optimizing backend functions.
- Utilized advanced **SQL Server** tools, including triggers, jobs, and stored procedures, to enhance system efficiency and reliability.
- Integrated error handling, interactive charts, sales reporting, and predictive analytics for data-driven business decision-making.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Online-Store->

Spoken Gloves (Graduation Project)

5/2024– 6/2024

- Led the Spoken Gloves project, integrating hardware and software components for sign language recognition.
- Designed CRUD operations using **C#** and **SQL Server** to efficiently manage sign language signs.
- Reduced costs by 90% while overcoming constraints through the use of cost-effective **Flex Sensors**, ensuring optimal functionality.
- Achieved an **A+** rating, demonstrating strong technical, leadership, and project management skills.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Spoken-Glove-Project>

Driving & Vehicle License Department (DVLD)

3/2023– 5/2023

- Led the development of the DVLD Project under mentor guidance, utilizing **C#** and **SQL Server** for efficient system management.
- Formulated a comprehensive system to handle users, applications, and multiple test types for license processing.
- Integrated vision, written, and practical tests to streamline the licensing process and improve user experience.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Driving-Licenses-Managment-Project>

Simple Banking System

2/2023- 3/2023

- Developed a Banking System Project independently, featuring user management and transaction processing capabilities.
- Established secure login tracking, **SQL database** storage for critical data.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Bank-system-Project>

Math Game

1/2023

- Constructed an interactive Math Game in **C#** with customizable question count, operation types, and time limits.
- Planned an intuitive and visually appealing user interface for seamless gameplay.
- Created detailed quiz reports, providing results and correct answers for enhanced learning and feedback.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Math-Game-Project>

Tic Tac Toe Game

10/2022

- Crafted a Tic Tac Toe game in **C#** using **Windows Forms** for an interactive player experience.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Tic-Tac-Toe>

Banking System (console Application)

9/2022

- Built a **C++** console-based banking system with efficient data handling and a secure file system for storing user and client information
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Bank-System>

Rock Paper Scissors Game

8/2022

- I programmed a Rock Paper Scissors game in **C++** where players can challenge the computer in a console application.
- **Project Link:** <https://github.com/ASIMYASINOMERAHMED/Stone-Scissors-Paper-Game>

Technical Skills& Expertise

- **Programming Languages:** C# Nodejs C++ Python JavaScript TypeScript
- **Web Technologies:** HTML5 CSS React Next.js Express Bootstrap Tailwind CSS jQuery ASP.Net (MVC) RestApi
- **Software development skills:** Object Oriented Programming Structured Programming Data Structures& Algorithms Solid Principles fix bugs
- **Databases:** SQL Server T-SQL PostgreSQL MongoDB
- **Tools:** Windows forms Windows Services Postman Git GitHub Json XML figma

Certification

- **Microsoft Certified: Dynamics 365 Fundamentals (CRM) MB-910** 3/2023
- **Link:** [Microsoft Certified: Dynamics 365 Fundamentals \(... - Credly](#)
- **Microsoft Certified: Security, Compliance, and Identity Fundamentals SC-900** 2/2023
- **Link:** [Microsoft Certified: Security, Compliance, and I... - Credly](#)
- **Microsoft Certified: Azure Data Fundamentals DP-900** 2/2023
- **Link:** [Microsoft Certified: Azure Data Fundamentals - Credly](#)
- **Microsoft Certified: Azure AI Fundamentals AI-900** 10/2022
- **Link:** [Microsoft Certified: Azure AI Fundamentals - Credly](#)

Education

Kafr El-Sheikh University

June/2024

Bachelor Degree in Artificial Intelligence Sciences GPA: 3.33/4 Very Good

Languages: Arabic (Native), English (Working Proficiency)