Abdallah Elsayed

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Skill Highlights

- Web based game development, mobile application development, fullstack web pages.
- Windows desktop programming including system processes and applications control.
- Cybersecurity knowledge regarding securing devices and networks.
- Programing & Tools: C, C++, C#, Python, Java, Javascript, react, nodejs, HTML, CSS, MySQL, mongodb, Git, Visual Studio, vi/vim, Make, Maven, Windows Forms, Unity, Unreal, Photoshop.

Experience

January 2024 - Present

Data Structures Professor Assistant- George Mason University

Assist the professor in grading, answering questions, and providing assistance during projects.

September 2023 - Jan 2024

Bulba Code Eval- Remotasks

 Worked with various AI models by analyzing responses and providing feedback towards improvement.

August 2022 - Jan 2023

Fullstack Starter - Interclypse

 Worked on an ecommerce website project, utilized nodejs and react for the frontend, java and mongodb for the backend

Profession Development

January 2024 - May 2024

Low-Level Programming - *Grade: Current A+*

 C Types, Operators, and Expressions, Basic I/O, Control Flow, Functions and Program Structure, Strings. Pointers and Arrays, Dynamic memory allocation, Bitwise operations, Multiple source files, The Unix System Interface, vi/vim, Debugging using GDB and Valgrind, Compiling, Linking and Makefiles

August 2023 - December 2023

Data Structures - *Grade: A+*

 Lists, Stacks, and Queues, Hash Tables and Hashing, Trees and Basic Tree Algorithms, Graphs and Basic Graph Algorithms.

January 2023 - May 2023

Object Oriented Programming - *Grade: A+*

 Introduces classes, interfaces, inheritance, polymorphism, and single dispatch as means to decompose problems. Error handling through exceptions, arrangement of source code into packages, and simple data structures. Intermediate debugging techniques and unit testing. August 2018 - May 2022

Course Electives - *Multiple Year Courses*

- IB Computer Science: Gained great insight into the back-end processes of computers including hardware, networks, software systems, OOP, and problem solving skills. Programming learned involved Java, C#,HTML.
- Cybersecurity: Became familiarized with various security threats, privacy concerns and techniques
 used to enhance cybersecurity in businesses. Some skills obtained involved SQL basics and
 injections, Internet of Things, digital footprint, cryptography, firewalls, OS security, networks, and
 databases.
- Multimedia: Course taught basic skills regarding Microsoft Suite, and graphic design using Photoshop and Adobe Illustrator.
- Programming: Became familiarized and gained basic understanding in Javascript, Python, SQL, as well as game development.

Summer of 2017 - 2018

Mason Game & Technology Academy - Student

- C# Programming: A one week 20-hour long course at George Mason University. Learned about Game Development Process in Unity while also learning C#.
- Cybersecurity: A one week 20-hour long course at George Mason University. Learned about securing windows and linux based operating systems.
- Cloud Computing: A one week 20-hour long course at George Mason University. Learned about Internet of Things, servers, and the cloud. Basics in AWS, Google cloud, and Azure.

Education

August 2022

George Mason University, Fairfax - Honors College Computer Science BS (in progress)

I am currently a Sophomore pursuing a major in CS and plan to earn my bachelor's degree. After earning my bachelors, I plan on furthering my education and progressing in my career by pursuing my masters.

August 2018 - May 2022

Edison High School, Alexandria - Advanced Diploma

I graduated with an advanced diploma and have taken many STEM related IB classes. I was invested in a few clubs such as Future Business Leaders of America, Model United Nations, and Muslim Student Association.

Awards & Certifications

- Current 4.0 GPA in college
- 4.5 GPA in High School
- A Regular Dean's list in college, regular A honor roll throughout Middle School and High School.