Abdallah Elsayed

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Skill Highlights

- Web based game development.
- Windows desktop programming including system processes and applications control.
- Cybersecurity knowledge regarding securing devices and networks.
- Programing & Tools: C#, C++, Python, Java, Javascript, HTML, CSS, MySQL, Git, Visual Studio, Windows Forms, Unity, Photoshop, Adobe Illustrator, Microsoft Suite.
- Strong work ethics, can-do attitude and outcome focused.
- Strong organization skills, accountability, and effective collaboration with others.

Internships/Workshops

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

Experience

August 2023 - Present

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 2021 - May 2022

IB Computer Science – *One year course*

- 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

August 2020 - June 2021

Cybersecurity – *One year course*

- 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.

August 2020 - June 2021

Multimedia – *One year course*

- Course taught basic skills regarding Microsoft Suite, and graphic design using Photoshop and Adobe Illustrator.

August 2018 - June 2020

Programming – *Two year course*

- Became familiarized and gained basic understanding in Javascript, Python, SQL, as well as game development.

Summer of 2018

Mason Game & Technology Academy, Cloud Computing – *Student*

- 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.

Summer of 2018

Mason Game & Technology Academy, C# programming – *Student*

- A one week 20-hour long course at George Mason University. Learned about Game Development Process in Unity while also learning C#.

Summer of 2017

Mason Game & Technology Academy, Cybersecurity – *Student*

- A one week 20-hour long course at George Mason University. Learned about securing windows and linux based operating systems.

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 A/B honor roll throughout Middle School and High School