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EDUCATION

- **🏛 Faculty of Engineering, Al-Azhar University** Cairo, Egypt
Bachelor in Computer Engineering *Sep. 2017 – Jun. 2022*

PROGRAMMING CONTESTS ACTIVITY

- **The Africa & Arab Collegiate Programming Championship** Luxor, Egypt
 - **2020:** *Ranked 98th*
- **The Egyptian Collegiate Programming Contest** Alexandria, Egypt
 - **2020:** *Ranked 45th*
 - **2019:** *Ranked 116th*
- **The Al-Azhar University Collegiate Programming Contest** Cairo, Egypt
 - **2020:** *Ranked 2nd*
 - **2019:** *Ranked 3rd*
- **IEEEEXtreme Competition** Online
 - **2020:** *Ranked 4th on Egypt*
 - **2019:** *Ranked 4th on Egypt*

VOLUNTEERING

- **Al-Azhar ICPC Community** Cairo, Egypt
Mentor and Problem-setter *Feb. 2020 - Present*
 - **Writing Problems:** writing certain number of problems for weekly sheets and contests.
 - **Training:** Providing Multi-Level Training during the year; Teaching the participants Algorithms topics and Data Structures such as sorting, searching, graph theory and dynamic programming, Supporting Participants technically during sessions and online.
- *Logistician* *Feb. 2020 - Present*
 - **Events:** Managing and Booking every event.
 - **Training:** Providing and assure that all tools needed in training sessions are available (e.g. projector, white-board markers, etc...), as well as Providing yearly printed IDs and T-Shirts for all team members.

PROJECTS

- **👥 Queueing ModelSim** *Dec. 2020*
 - Implemented a software for the calculation of characteristics of different queues having the BMAP (batch Markovian Arrival Process) as a input, as well as the deterministic queues.
 - **Tools:** Python3, Tkinter(GUI Programming), matplotlib.
- **📖 Anthology of Algorithms and Data structures** *Aug. 2020 – Present*
 - Implemented an open source library for Common Code for Competitive Programming in C++ including Graph Theory, Dynamic Programming, Mathematics, Computational Geometry, String Processing, Data Structures and more advanced topics, which i've learned through my training.
 - **Tools:** C++

PROGRAMMING SKILLS

- **Programming Languages:** C/C++, Python, Java, Matlab/GNU Octave, SQL, Bash/Shell, Emacs Lisp.
- **Markup Languages:** L^AT_EX, Markdown, HTML, CSS.
- **Technologies & Tools:** Linux, Git, GNU Debugger (gdb), Emacs, Docker.