# Abd El-Twab M. Fakhry

Cairo, Egypt  $\square$  (+20) 1127030951 in linkedin.com/in/abdeltwabmf

codeforces.com/profile/abd-et-twab

#### EDUCATION

# • **1** Faculty of Engineering, Al-Azhar University

Bachelor in Computer Engineering

Cairo, Egypt Sep. 2017 - Jun. 2022

# Programming Contests Activity

# • The Africa & Arab Collegiate Programming Championship

Luxor, Egypt

 $\circ$  **2020**: Ranked  $98^{th}$ 

# • The Egyptian Collegiate Programming Contest

Alexandria, Egypt

 $\circ$  **2020**: Ranked  $45^{th}$ o **2019**: Ranked 116<sup>th</sup>

# • The Al-Azhar University Collegiate Programming Contest

Cairo, Egypt

○ **2020**: Ranked 2<sup>nd</sup> • **2019**: Ranked 3<sup>rd</sup>

# • IEEEXtreme Competition

Online

 $\circ$  **2020**: Ranked 4<sup>th</sup> on Equpt o **2019**: Ranked 4<sup>th</sup> on Equpt

## EXPERIENCE & 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.

LogisticianFeb. 2020 - Present

- **Events**: Managing and Booking every event.
- o 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

# • Lo 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.
- o 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: LATEX, Markdown, HTML, CSS.
- Technologies & Tools: Linux, Git, GNU Debugger (gdb), Emacs, Docker.