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Education

- **Cairo University**, Faculty of Computer Science and artificial intelligence
  2021-2025
- **GPA:** 3.64

Work experience

- AI Models Trainer at **Scale AI** (Remote)
  2024
  - Collaborated with a team to train AI models, ensuring high-quality data annotation and adherence to project specifications.
  - Conducted side-by-side comparisons of model responses, providing justifications for the superior option to enhance model training effectiveness.
  - Developed complex prompts to guide the model's training process, optimizing performance and accuracy.

Projects

- **My Shop** (individual), 2024
  - Developed an online shopping store using .NET MVC with an n-tier architecture and repository pattern, implementing the Unit of Work pattern for efficient data management. The application features robust user management through Microsoft Identity, supporting both admin and customer roles.

  Key Features:
  - **User Management:** Implemented role-based access control with two roles: Admin and Customer. Admins can manage the dashboard, add, remove, and update products, and manage user accounts (including blocking and unblocking users).
  - **Product Catalog:** Customers can view products but must log in to add items to their cart and place orders.
  - **Order Management:** Users can place orders from their shopping carts, track order status, and have their orders managed by admins.
  - **Payment Processing:** Integrated Stripe for secure online payment processing, allowing users to pay for their orders seamlessly.
  - **Order Cancellation and Refunds:** Provided functionality for users to cancel orders and request refunds.

  Technologies Used:
  - **Framework:** .NET MVC
  - **Architecture:** n-tier architecture with repository pattern and Unit of Work

- ➢ **Identity Management:** Microsoft Identity for user authentication and role management
- ➢ **Data Storage:** Microsoft SQL Server for reliable data management
- **Library Management System** (Teamwork), 2024
  - ➢ Developed a Library Management System using .NET MVC with an n-tier architecture, implementing the Unit of Work and Repository patterns. This system supports two user roles: Librarian and Member, providing comprehensive management of library operations.

  Key Features:
  - ➢ **User Roles:**
    - ▪ **Librarian:** Responsible for managing the library, including adding, removing, and updating books. Librarians can manage members by blocking and unblocking accounts, and they oversee the checkout process by accepting or rejecting borrow requests. They also handle book returns and assess penalties for overdue books.
    - ▪ **Member:** Members can view library books but must create an account to borrow. Once logged in, they can see their borrowed books in their cart, submit borrow requests to the librarian, and view their borrowing history.
  - ➢ **Checkout Management:** Streamlined process for managing book checkouts and returns, ensuring efficient tracking of borrowed items and user accounts.
  - ➢ **Penalty Management:** Implemented functionality to assess and manage penalties for late returns.

  Technologies Used:
  - ➢ **Framework:** .NET MVC
  - ➢ **Architecture:** n-tier architecture with Unit of Work and Repository patterns
  - ➢ **Front-end Design:** Bootstrap for responsive and user-friendly page design
  - ➢ **Data Storage:** Microsoft SQL Server for reliable data management
- **Product And Notification Management Module** (Teamwork), 2024
  - ➢ Developed a comprehensive Product and Notification Management Module as part of a larger e-commerce application. This module effectively manages product inventory, shopping cart functionalities, and order processing.

  Software Engineering Principles:
  - ➢ Created Software Requirements Specification (SRS) and Software Design Specification (SDS) documents to outline system requirements and design architecture.

  Technologies Used:
  - ➢ **Framework:** Java Spring Boot for building the web API.
  - ➢ **Design Patterns:** Composite Design Pattern and Observer Pattern for effective management of orders and notifications.
- **Toffee Store** (Teamwork), 2023
  - ➢ Developed a Toffee Store application that offers a diverse range of candies while incorporating user authentication and registration features. The system allows guests to view the product catalog, while authenticated users can add items to their cart and manage their accounts.

  Software Engineering Principles:
  - ➢ Created Software Requirements Specification (SRS) and Software Design Specification (SDS) documents to outline system requirements and design architecture.

  Technologies Used:
  - ➢ **Programing language:** Java
  - ➢ **Data Storage:** Text file

- **Bank System** (Individual), 2023

> ➤ Developed a console-based banking system with essential functionalities such as user authentication, registration, deposit, and withdrawal operations. This project emphasizes user experience and data management.
- **Rockets Game** (Individual), 2022
  - ➤ Experience our captivating console game developed in C++, offering two thrilling modes: Player vs Player and Player vs Computer. Harnessing the power of the Min-Max algorithm, challenge your strategic prowess against both human opponents and a cunning computer player.
- **Image Editor** (Teamwork), 2022
  - ➤ Editor for images that applies some filters to images like merge, rotation, etc.

Training

- **DEPI** (6 months), 2024
  - ➤ Completed the DEPI Training Program, a comprehensive 6-month course focused on enhancing both technical and professional skills. The program included 4 months of hands-on training in .NET MVC and Web APIs, along with business English and soft skills development such as teamwork and problem-solving. Additionally, I gained insights into the freelancing landscape, covering strategies for securing projects and managing client relationships, followed by 2 months of practical online coaching in freelancing.
- **Udemy Course:**
  - ➤ .NET MVC course (13 hours) 2 weeks
    - ▪ In this course, I learned how to create a shopping store using n-tier architecture, implementing the Repository pattern and Unit of Work for efficient data management. I gained hands-on experience with .NET MVC and explored best practices for developing robust and maintainable applications in the .NET ecosystem.

Skills

- **Programming Languages:**
  - ○ C#
  - ○ Java
  - ○ Python
- **Markup Languages:**
  - ○ HTML
  - ○ CSS
  - ○ XML
- **Frameworks:**
  - ○ ASP.NET Core
  - ○ Entity Framework
  - ○ ADO .NET
- **Languages:**
  - ○ English

Familiar with

- ○ Spring boot
- ○ Android Development (Kotlin)
- ○ Augmented Reality (AR)