Ahmed Ehab

Software Testing Intern / Mobile App Developer Trainee

Alexandria, Egypt

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Objective

Motivated and detail-oriented Computer Science student with a strong foundation in software testing and mobile development. Seeking an opportunity to contribute to real-world projects, increase test coverage, and deliver efficient, reliable software in a collaborative environment.

Technical Skills

Languages: C++ (Advanced), Java (Intermediate), Dart (Learning)
Testing Tools: Manual Testing, Test Case Design, Bug Reporting, Regression Testing
Web: HTML, CSS
Tools: Git, GitHub, Jira, Trello
Soft Skills: Teamwork, Analytical Thinking, Time Management, Attention to Detail

Experience

Software Testing Intern, DEPI — Cairo, Egypt   *Jul 2025 – Present*

- Executed manual testing on over 10 web and desktop applications, uncovering 50+ functional and UI bugs.
- Reduced average bug resolution time by 20% through clear documentation and proactive communication with developers.
- Created 100+ test cases and scenarios based on user stories and business requirements.
- Collaborated with 5+ developers to ensure smooth verification and regression testing cycles.
- Achieved 100% test case execution rate across all assigned modules in sprints.

Mobile App Developer Trainee, Sprints Egypt   *Aug 2025 – Present*

- Designed and developed 3+ mobile applications using Flutter and Android Studio as part of team-based sprints.
- Boosted UI responsiveness by 30% through the implementation of adaptive layouts and media queries.
- Contributed to code reviews, reducing UI bugs by 25% in peer projects.
- Participated in weekly Agile meetings and implemented user feedback in 100% of review cycles.

Projects

Online Clothes Store (C++) — Built a terminal-based e-commerce simulation app with cart, pricing engine, and product catalog. Handled 50+ mock orders during testing.

Boss and Player Game (C++) — Developed an AI-driven combat game with dynamic difficulty and score tracking. Reduced game lag by 40% via memory optimization.

Tic Tac Toe (C++ / Java) — Created a clean, modular game engine supporting multi-round play. Downloaded/tested by 10+ classmates.

Tic Tac Toe GUI (C++ / Qt) — Built an interactive GUI using Qt and SFML, with animations and error-handling for invalid inputs. Achieved 95% user satisfaction in peer feedback.

Education

Al Ryada University, Sadat, Egypt
Bachelor of Science in Computer Science   Sep 2024 – Jun 2028
CGPA: 3.47
Relevant Courses: Data Structures, Algorithms, OOP, Software Testing, Database Systems

Languages

Arabic: Native   **English:** Very Good   **French:** Good