### **Ahmed Mohamed Ahmed Madbouly**

## CONTACT



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# QUALIFICATION

#### **Education:**

- Computer Science, 4th year.

#### **Skills:**

- C / C++ / C#
- Python
- Java
- Image Processing
- HTML CSS JS
- Database
- Photoshop
- Arduino
- Raspberry pi
- Entrepreneurship

### **Mobile Programming:**

- Android, Xamarin

### Game development tool:

- Unity

#### **IDE**:

- Microsoft Visual Studio, Netbeans, Android Studio, Unity, PyCharm, Code::Blocks. Eclipse, Geany

#### Languages:

- Arabic: Mother Tongue

- English: Good spoken and written

#### **FAMILIAR** with:

- Windows
- Linux

### **Professional experience:**

- Artificial Intelligence: Learned all by myself, i have implemented a lot of algorithms in AI field in the context of the CS188 course such as BFS and DFS, and other types of search algorithms as (UCS, A\*), adversarial search (minMax, expectimax), MDPs and CSPs and more.
- Machine Learning: Self-taught Learning in this field also, currently taking a machine learning course (Stanford University) and a machine learning specialization (Washington University) and made apps using machine learning using graphlab library.
- Python programming language: Learn it all by myself, wrote a lot of scripts and took many courses on it (Python for everyone Specialization on Coursera.com), I also wrote a lot of scripts during my current in progress AI course from Berkeley.
- Linux OS: Know how to deal with Linux environment, command line and file system.
- SQLite: The basics of working with databases, and how to build a one to many and many to many relationships.
- JavaScript: the basics for JS programming
- HTML5 / CSS3: the basics for designing a webpage
- Arduino: learned on my own basically, made a lot of projects with it using arduino C and Arduino IDE.

#### **Projects:**

- Flappy Bird Game (unity)
- One android projects (android studio)
- Three android projects (app inventor)
- Web search engine based on Google techniques in 1998 (final project of introduction to programming using python)
- Implementation for major data structures and algorithms in java efficiently (during algorithms course on coursera Princeton University)
- JavaFX app for E-learning System
- Java JFrame for university management system
- Windows tools (c# & visual studio 2015): A program that allow for the user to control his USB driver whether read only / Full access, also the program allow to the user the know all information about USB (size, used space, available space, number of folders, number of files)
- Enhanced news map: A JavaScript web based app, built during edx (CS50 course), the app was built using Google maps APIs, it's main idea is that when you click on your city on the map, the app automatically give you the head news in that place from a website that is chosen in the code. The project had database involved also to load the cities into a database, MySQL was used.
- C Dictionary: A C based app, built during edx (CS50 course), the app takes a dictionary of words, and then compare another file or single word for misspelling, the app basic idea is to use the fastest data structure, i used tries.
- C based Server: A C based app, built during edx (CS50 course), the app manage a server and respond to http requests.
- CS50 Finance: A PHP web based app, the app simulate a stock with an actual prices from yahoo finance using the JQuery.
- Photo manipulation App: A C based app, built during (CS50) the app takes a PNG image and can make certain effects on it.
- Recovery App: A C based app , built during ( CS50 ) , the app takes a corrupted memory card and recover deleted photos from it , basically searching the file for the specific pattern of the image file .
- Sudoku solver C++: A code that can solve any Sudoku problem using recursive algorithm.
- Wall-E Robot (with voice and face recognition)
- RC car
- Line Follower Robot using Image Processing
- Home Automation
- Maze solver Robot

### **Internships:**

- MAL [mobile application launchpad] (Google)
- InnovEgypt Program (TIEC 2016)
- Lean Startup Methodology Training for Startups & SMEs (TIEC)
- Mini Maker Diploma (U.S Embassy
- NTL (Machine Learning track)

#### Hackathon:

- IOT Egypt
- NASA Space Apps
- flat6labs
- Code4Youth
- MSP Xamarin
- Global Game Jam

### **Activities & Volunteer experience:**

- MSP Egypt Technical
- IEEE Cairo Student Branch Technical
- TIEC Ambassadors (Innovation Student Ambassador ISA)
- Pixel (Faculty of engineering Helwan university) maker
- InnovEgypt Graduation ceremony 2017 Organizer
- FLL (FIRST LEGO League) Judge Assistant

### **Competitions & Achievements:**

- CS50x coding contest 2017 1st place
- InnovEgypt 1<sup>st</sup> place
- Mecato Line Follower Robot challenge 5<sup>th</sup> place
- flat6labs Hackathon 7<sup>th</sup> place
- Robocon Azhar 7<sup>th</sup> place

# **INTERESTS**

- Problem Solving
- Artificial Intelligence
- Machine Learning
- Robotics
- Cyber Security
- Android Programming

- **❖** Military service Status : Exemption
- Some of my online certificates on this page goo.gl/ni21qy
- **\*** References available upon request.