

Ahmed Sayed Ahmed

Backend Developer

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Summary

Junior .NET developer with 1 year of experience in developing and maintaining web applications using ASP.NET Core, C#, and SQL Server. Proven ability to work independently and as part of a team to deliver high-quality software on time and within budget. Strong problem-solving and analytical skills. Excited for learning new technologies and solving challenging problems.

Skills

- Programming Languages: C++ , C#, PHP, Typescript
- Frontend Development: HTML, CSS, JavaScript, Bootstrap , Tailwind ,React.js (basics) , working on Angular (basics)
- Backend Development and Database: ASP.NET Core(MVC , APIs), SQL Server ,RESTful APIs , Entity Framework, Swagger
- Concepts : object-oriented programming(OOP),Design Patterns, SOLID principles and Data structure
- Soft Skills: problem solving, communication skills, teamwork, adaptability, self-learning skills, interpersonal skills.
- Version control: Git and GitHub
- Software development methodologies: Agile, Scrum
- Integrated development environments: Microsoft Visual Studio, Postman

Education and Trainings

Bachelor of Computer science	Faculty of Computers and Information	Minya ,Egypt	09/2019 - 07/2023
● Major in information systems.			
Minya university ITI summer training	ITI	Minya ,Egypt	06/2020 - 07/2020
● Frontend web Development Track.			
Minya university ITI summer training	ITI	Minya ,Egypt	06/2021 - 07/2021
● Backend web Development Track.			

Work History

Frontend React.js developer	EasyWayWeb Company	01/2023 – 03/2023
● Develop and maintain the user interface (UI) of websites and web applications using React JS and Next JS.		
● Work with designers and back-end developers to implement new features and functionality.		
● Test and debug code to ensure that it is working properly.		
● Optimize code for performance and accessibility.		

Frontend Projects

- [To My Portfolio](#)

Backend Projects

- **GameZone (Dot Net Core 7 CRUD Application)** [Github](#)

Achievements:

Successfully delivered a fully functional application that meets the project requirements and enhances the user experience. Demonstrated skills in full-stack development, including backend logic, frontend design, and database management. Applied best practices in software development, ensuring code maintainability, scalability, and readability.

Key Features:

CRUD Operations: Implemented robust Create, Read, Update, and Delete (CRUD) functionality, providing seamless management of game entries and categories.

Interactive User Interface: Designed an intuitive and user-friendly interface that allows users to navigate through the application effortlessly.

Game Details Page: Developed a detailed view for each game, offering a rich display of information including game description, release date, and associated categories.

Category Organization: Implemented a categorization system to classify games based on genres, facilitating easy exploration and navigation.

Technologies Used:

Dot Net Core 7, Entity Framework Core, ASP.NET MVC, Frontend Technologies : (HTML, CSS, and JavaScript) to create a responsive and visually appealing user interface.

Courses

- **Coursera** for C# and Unity (Introduction and Advanced Level) introduced by University of Colorado.
- **YouTube** Courses in C#, LINQ, Entity Framework Core (EF core) and ASP .NET Core.
- **Udemy** ASP.NET Core (MVC) for beginners.

Voluntary Experience

- Technical Head in GDG Minya
- Technical member in GDG Minya
- Social media member in GDG Minya

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Awards and Recognition

- Coursera certificate for C# and Unity (Introduction) introduced by University of Colorado [[Certificate](#)]
- Coursera certificate for C# and Unity (Advanced Level) introduced by University of Colorado [[Certificate](#)]

Languages

- Arabic : Mother tongue (Native)
- English : Very-Good command both written and spoken

References

- Available upon request.