Ahmed Tarek

- +201145931168, +201029645794 Shibin Al Qanater, Al Qalyubiah, Egypt
- <u>ahmedtarekofficial799@gmail.com</u> <u>https://www.linkedin.com/in/ahmed-tarek-a06341322/</u> • <u>https://github.com/AhmedTarek-CMD</u>

Front-end Developer

I am a front-end developer specializing in building responsive and dynamic user interfaces using React.js. With a string foundation in programming fundamentals, I focus on delivering seamless, user-centered experience by leveraging modern web technologies and best practices. My approach prioritizes both functionality and visual appeal, ensuring applications are not only interactive and efficient but also highly responsive across devices.

Projects

- Book information site

Project Overview:

• Developed a responsive and visually appealing website using HTML, CSS, and JS, featuring a gallery showcasing the world's most famous books. The project focused on clean front-end design and optimized performance for smooth user experience.

- Audio Recognition System

Project Overview:

- Built a robust deep learning model using Convolutional Neural Networks (CNN) in Python to accurately analyze and recognize Quranic recitations.
- Integrated advanced AI algorithms to enable real-time analysis of voice recordings, providing users with instant feedback on the accuracy of their recitations.

- Predictive Machine Learning Pipeline for Diabetes Detection

Project Overview:

- Developed and implemented a machine learning pipeline for predicting diabetes using multiple classification models including Logistic Regression, Decision Tree, SVM, and Random Forest.
- The process involved extensive data preprocessing, feature selection, and handling the issues in the dataset and then apply classification models.

- Predicting Mobile Game Success

Project Overview:

- Contributed to a comprehensive project aimed at predicting mobile game success on the App Store.
- The project involved extensive data preprocessing to prepare the dataset. Implemented and compared multiple regression models including Linear Regression, Random Forest, Additionally, employed various classification algorithms such as Logistic Regression, Naive Bayes, and Decision Tree to categorize games based on their ratings.

- Arabic sentiment analysis

Project Overview:

- Build multiple appropriate models and understand each part (RNNs, LSTM, transformer, etc.)
- Apply the appropriate data preparation steps. (Preprocessing, Tokenize, stop words, Cleaning...)

Education

Ain Shams University - EGYPT Bachelor of Computer & Information Science 2020 - 2024

Relevant Technical Skills

- Programming Languages: Java | Python | C++ | C# | C
- Problem Solving: Code forces | Competitive Programming
- Version Control: Git | GitHub
- Web Development: HTML | CSS | JavaScript | Bootstrap | Tailwind | SEO Optimization
- Computer Science Fundamentals: Algorithms | Data Structures | Artificial Intelligence | OOP
- Testing & Debugging: Unit Testing | Integration Testing

Soft Skills

Attention to Detail

• Professional Searching

Communication

• Deadline Master

Problem-Solving

Analytical Thinking