Hassan Elseoudy

hassan.elseoudy@gmail.com | Software Engineer | +201550113982 | Alexandria, Egypt

EDUCATION

ALEXANDRIA UNIVERSITY
Bachelor in Computer Engineering
August 2020 | Alexandria, Egypt
Cum. GPA: 3.33

LINKS

Github:// **Hassan-Elseoudy**
LinkedIn:// **hassanel-seoudy**
LeetCode:// **El-seoudy**

SKILLS

LANGUAGES
Over 10000 lines:
Java • C/C++ • Python • JavaScript
Over 1000 lines:
C# • SQL • MATLAB
HTML • CSS
Dart • Kotlin
Familiar:
Assembly • Arduino

FRAMEWORKS AND TOOLS
Angular • React.JS •
Node.JS • Spring boot • MongoDB
Swagger • Mockito
Flutter • AWS • Docker
Git • Qt • Jira (Agile)

COURSES

Data Science Professional Certificate
IBM
Getting Started with Google Kubernetes Engine
Google Cloud
Deep Learning Specialization
Deeplearning.ai
Angular JavaScript Frameworks
Hong Kong University
Version Control with Git
Atlassian
Agile with Atlassian Jira
Atlassian

INTERESTS

Web Development
I built +10 Websites for individuals and commercial use.
Artificial Intelligence
I used Python to build + 10 Machine Learning-based Apps.
Competitive Programming
I participated in +30 competitive programming rounds.

EXPERIENCE

SIA | Software Engineer
April 2020 – Present | Cairo, Egypt
- I'm responsible for developing an educational platform which connects students, teachers and parents.
- As a Backend Engineer I was involved to create some services as Gamification, Posts and Education Materials using Micro-services architecture.
- As a Mobile Engineer, I architected the layers which were used by mobile engineers, which enhanced the testing and development processes using MVVM. Kotlin
- **Technologies** : [Java: SpringBoot, Kotlin, Docker, Micro-services Architecture]

ROBO-TECH | Software Engineer
Aug 2018 – April 2020 | Alexandria, Egypt
- I was responsible for developing a stable communication system for the Remotely Operated Vehicle and building a GUI application to control the ROV, and launched our second prototype in one year.
- **Technologies** : [C#: C++, Qt, Python]

PROJECTS

IGREETER | Web: React + Node | Mobile: Kotlin
September 2019 – May 2020
iGreeter is an application which helps customers navigate in malls using indoor localization , plan their shopping and search for the items they need. it offers services for mall owner by registering shop owners and creating shop contracts) also the shop owner can maintain and update shop info and offers.

GOVERNMENTAL ACCESS MODEL | Flutter + Firebase
September 2019 – November 2019
Governmental Access Model is a Mobile application provides public services to citizens and other persons in Egypt (G2C) application using Flutter and Firebase. **Project**

AQUA-TECH | HTML/CSS/JS + Python
April 2019 – Jun 2019
Aqua-Tech aims to utilize Microsoft Azure AI platform to classify aquatic species. **Project** | **Documentation**

MRNET CLASSIFICATION | Python - Keras
May 2019 – Jun 2019
Classify exams using Deep CNN Models and illustrate how different views help in MRI classification. **Project**

RISK GAME | JAVA
May 2019 – Jun 2019
Risk is a strategy board game of diplomacy. Concepts are implemented using AI Algorithms (A* Search, Minimax Algorithms) (Computer vs Human). **Project**

AWARDS

Year	Result	Competition
2020	FINALIST	ICPC (As a coach) -IGN team-
2020	15/130 over Egypt	Google Hash Code
2019	8/25	MATE International competition, USA
2019	2nd place	MATE Regional competition 2019, EGYPT
2018	2nd/30	Google Hash Code Qualification Round, Alexandria, Egypt
2018	FINALIST	Egyptian Collegiate Programming Contest

OPEN SOURCE CONTRIBUTIONS

TheAlgorithms	#1218	#1216
Country Picker - Flutter	#17	