

Amr Moataz Elnaggar

Full-Stack Developer

Full-Stack Developer with two years of professional experience, and one year of freelancing projects. posses wide skill set of technical and design skills including (.Net, WPF, Laravel, Angular, Azure, HTML/CSS, SQL) and (OOP, MVC, MVVM, UMLs, ERDs). Looking to secure a challenging role to bring knowledge in the field and develop new skills.



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Cairo, Egypt

amrmoataz.github.io/angular-website-frontend/

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github.com/AmrMoataz

EDUCATION

Computer Science Ain Shams University

10/2015 - 06/2019

WORK EXPERIENCE

Full-Stack Developer

Luftborn

08/2021 - Present

Cairo, Egypt

Achievements/Tasks

- Work on online signing platform called esignatur.
- Implement additional functionalities to convert the project from only desktop application to website application using (JavaScript, Angular JS, electron, NodeJS).
- Implement and refactor backend code to work with the new .net standard and .net core 5.
- Implement new and polished email service for the system using Postfix and Azure Service Bus.
- Implement windows print driver for Scrive digital signing platform using win32.dll, .net 6, Worker Service, and Inno Setup.

Full-Stack Developer

Building Technology labs (BTL)

07/2019 - 12/2020

Cairo, Egypt

Full-stack Developer designing and implementing Web and Desktop Apps

Achievements/Tasks

- Design and Implement new functionalities for Autodesk revit API using (revit API, C# WPF, SQL).
- Design and Implement desktop systems for the company's daily operations using (C#, WPF, SQL).
- Design and Implement Management system Web application for the company's (attendance, vacations, and tasks) using (.Net ASP, HTML/CSS, JQuery, Javascript, AJAX).
- Suggested and took responsability to transition from using (native javascript, JQuery, AJAX) for front-end towards using Angular 8 due to application needs.

SKILLS

C/C++

Javascript

Typescript

Angular

Azure Devops/Portal

CI/CD

Azure Pipelines

Docker

MongoDB

RavenDB

ElasticSearch

.Net core 6

WPF

HTML/CSS

LinQ

Microsoft SQL server

openGL

UMLs

GIT

JQuery/AJAX

Laravel

HTML/CSS

IIS

PERSONAL PROJECTS

Augmented Reality FPS mobile game

(01/2019 - 01/2020)

- An Augmented Reality game that helps players to use their phones and search for other players to compete against each other.
- Used Object Detection (YOLOv3) algorithm for detecting object in the scene and adding it to game world.
- Used Unet multiplayer API in Unity3d for multiplayer functionalities.

Image Encryption and Compression (11/2018 - 12/2018)

- Implemented Algorithm for Encryption and Decryption and Image.
- Techniques used: Linear Feedback shift register.
- Implemented Algorithm for Image Compression.
- Techniques used: Huffman Tree.

ORGANIZATIONS

Open Source Community (07/2018 - 07/2019)

Senior Vice President

Open Source Community (07/2017 - 07/2018)

Public Relation Vice Head

Open Source Community (02/2017 - 07/2017)

Public Relation Member

LANGUAGES

Arabic

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency