

Amr Moataz Elnaggar

Full-Stack Developer

Full-Stack Developer with two years of experience. posses wide skill set of technical and design skills including (.Net, WPF, Laravel, Angular, 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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github.com/AmrMoataz 🐙

EDUCATION

Computer Science Ain Shams University

10/2015 - 06/2019

WORK EXPERIENCE

Freelance Software developer Remotely

12/2020 - Present

Back-End Developer

Achievements/Tasks

- Work as a back-end developer for multiple different projects.
- Implement Restfull APIs for different projects and needs including (CRUD operations, OTP, User Registration and Authentication, database Manipulation, and push notification using FCM).
- Using different tools and frameworks including (.Net, Laravel and Angular for some front-end functionalities).

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#/Asp.Net MVC

C/C++

ADO.Net

Angular

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