

IBRAHIM AMR

Software Engineer

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Education

Helwan University - Faculty of Computer Science and Artificial Intelligence

Bachelor's in Computer Science

2022 - 2026 (Expected)

Skills

- * Front-end Web Development
- * UI & UX Design
- * Software Testing
- * SOLID Principles
- * Problem Solving (Python, OOP)
- * Version Control (Git & GitHub)
- * SDLC (Software Development Life Cycle)
- * Agile & Waterfall Methodologies
- * Database Management (SQL, MySQL)
- * UML Diagrams
- * Teamwork and Leadership
- * Time Management
- * Communication & Presentation Skills

Experience

Instructor and Course Supervisor 2024

- * Led a course covering UI/UX, software fundamentals, Agile methodologies, requirements, design patterns, SOLID principles, software testing, and SQL/MySQL.
- * Developed curriculum and provided hands-on training to students.

Teaching and Training 2023 - 2025

- * Acted as a lecturer for practical and theoretical courses in the Computer Science department.

Projects

Gaming and E-sports Website 2024

- * Designed and developed a website for organizing gaming events and e-sports tournaments.
- * The platform allowed users to register for online tournaments and gaming events.
- * Managed project tasks using UML diagrams to plan the architecture and workflows.
- * Utilized HTML, CSS, and JavaScript to build an interactive and responsive user interface.
- * Ensured optimal performance and user experience, particularly for live event scheduling.
- * GitHub: https://github.com/XZBM7/GAME_7

E-commerce Website 2023 - 2024

- * Led a team to design an online store for selling products.
- * Utilized HTML, CSS, and JS for front-end development.
- * Managed the project timeline, assigned tasks, and ensured optimal user experience.
- * GitHub: <https://github.com/XZBM7/Z-SHOP>

Social Media Website

2023 - 2024

- * Designed a social media platform for sharing photos and videos, similar to Instagram.
- * Led a team that divided tasks and followed a strict plan using UML diagrams.
- * Built key UML diagrams such as Class diagrams and design structures.
- * Developed the user interface using HTML, CSS, JS, and Bootstrap.
- * Achieved maximum performance as planned for the application.
- * GitHub: (To be added if available)

AI-based Game

2024

- * Developed a 2D game using Python and Pygame library where an AI character chases the player.
- * The player collects points to win, and the game features a two-player mode where friends can compete.
- * Integrated a settings menu allowing players to customize game difficulty and appearance.
- * Implemented a database system using the JSON library to save and load player statistics and performance.
- * Created the game's architecture with UML diagrams, ensuring smooth and efficient development.
- * GitHub: <https://github.com/XZBM7/python-game-pec-man>

Languages

- * Arabic: Native
- * English: Good

Contact

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