

# Basim Sherief Zeenelabdeen

✉ basim.s.zeenelabdeen@gmail.com

☎ +201020001763

in <https://www.linkedin.com/in/bassemadam/>

🐙 <https://github.com/BassemAdam>

## 🎓 EDUCATION

**Bachelor of Science Communication and Computer Engineering,**  
**Cairo University**  
**GPA: 3.82/4.0**

2021 – Jun 2026

**IGCSE, Cairo British School**  
**Grade: 99.4%**

2017 – 2021

## 🧠 PROGRAMMING LANGUAGES

**C++** (GUI libraries, Datastructure) • **SQL, C#** (Windows Forms, SQL Express) • **Python** (Django , NumPy)

**HTML, CSS, JavaScript** (React, Bootstrap) • **Assembly** (intel 8086 , GUI interrupts) • **Matlab**

## 👛 PROFESSIONAL EXPERIENCE

**National Bank of Egypt, App & Technology intern**

Aug 2023 – Sep 2023

- Developed and cloned a section of the NBE website UI using JavaScript, CSS animations, and Bootstrap.
- Collaborated closely with backend developers, utilizing PHP to make Ajax requests and send data to the Apache server.
- Worked with the Oracle OBI tool for report generation.

**Information Technology Institute, Trainee**

- Manipulated DOM and BOM in various tasks.
- Utilized AJAX requests and React framework for efficient development.
- Gained experience in fetching and dynamically displaying data from APIs.
- Gained familiarity with React routing, prop handling, and understanding Single Page Applications (SPAs).

**As a student in CUFE & Personal**

- Collaborated in a four-member team to develop a database project using SQL Express and Winforms C# for GUI, involving the creation of procedures for effective management.
- Simulated a process scheduler in C++ using data structures (linked lists, queues, stacks) to manage process execution on a computer system. Implemented four processor types (Round Robin, FCFS, SJF, EDF) each with its own scheduling algorithm.
- Developed "Paint For Kids" in C++ with OOP principles, featuring:
  - Adding buttons as images using a graphic library.
  - Save and load actions involving file reading and writing.
  - A pick-by-color game and a switch to draw mode option.
- Created a logic simulation game in Assembly Intel 8086, utilizing GUI interrupts to develop a UI. Implemented functions with a single interrupt, gradually drawing pixels to create a comprehensive UI for the game.
- Led a team-focused approach in developing a Task Tracker CLI application (C#, OOP), emphasizing team leadership practice.

**Cairo British school, Edexcel Math A level Teacher Assistant**

- Corrected exams, provided feedback, explained mistakes, and visualized data in Excel sheets to analyze and identify areas for improvement.

## 🏆 AWARDS & LEADERSHIP

**Achieved the highest score of 124 out of 125 in Cambridge OL Computer Science., Cairo British School**

**Awarded a 50% scholarship discount., Cairo University**

- Consistently ranked among the top 40 students in the major for the first six semesters.

**Leader of Paint for Kids , Process Scheduler projects, in my university**

- Created a comprehensive Sketch outlining necessary classes, relationships, methods, and attributes for a project.
- Gained skills in managing and tracking team progress, learning when and how to provide assistance to team members effectively.

**Earned a silver medal in a marathon, Cairo British School**

**Resala charity, Team Leader**

- we were tasked with traveling to distribute certain goods to those in need.