

Abanoub Nassif

ASU - Computer Science Student | Focused on web development and Flutter

Birth Date: 10/02/2005

📍Cairo, Egypt

✉ bebo.6ed@gmail.com

☎ (+20)01270215937

🌐 [Abanoub Nassif](#)

📷 [Abanoub Nassif](#)

SUMMARY

Ambitious ASU - Computer Science Student, with a strong interest in web development and Flutter. Completed hands-on training in secure web coding and machine learning, Excited to apply my technical skills in web and mobile development to contribute to innovative projects

EDUCATION

Level 2 Computer and Information Sciences Student. (Ain Shams University • Cairo, Egypt • Expected graduation 2027)

SKILLS

- **Technical Skills :**
 - Web Development: Flask, Html, CSS, JavaScript (Basics), SQLITE.
 - OS: Linux, Windows
 - Flutter.
 - Git, GitHub.
 - Machine learning.
 - Python, C++, SQL.
 - Data structure, OOP, Algorithms.
- **Soft Skills :**
 - Problem solving
 - Codeforces Handel "Bebo."
 - team collaboration.

PROJECTS

AmeshUSA Website Development:

(free lancing • 2024)

- Developed a Commercial website with Html, CSS, JavaScript.
- Developed a fully functional website for Ameshusa, implementing front-end features and ensuring responsive design for optimal user experience.
- Website Link: <https://ameshusa.com/> or Search for **ameshusa**

Secure Library (IBMA):

(Summer training competition • 2024)

- Developed a secure web-based library management system using Flask and SQLite.

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- Integrated security measures to protect against common web vulnerabilities such as SQL Injection, Cross-Site Scripting (XSS), and Server-Side Request Forgery (SSRF).
 - Implemented user authentication and authorization mechanisms for secure access to resources.
 - Focused on creating a user-friendly interface with improved security to manage books, users, and borrowing activities. Applied best practices in secure coding and web security learned during summer training at Cyberus, Ain Shams University.
 - won the competition with **Second Place**,
 - Repos Link: <https://github.com/Ahmedkhalilmo/secure-library-IBMA>

Water potability prediction:

(Summer training competition • 2024)

- Collaborated with a team to develop machine learning model that predict water potability according to some features like ph.
- After analysis found that the data was randomly generated, so the challenge was getting high accuracy using only random and normal distributed features, got 85% accuracy and finished the competition in the **Top 10**.
- Repos Link: [water potability | data analysis-model training85%](#)

Icy Tower Game (Gen_59):

(Structured Programming project • 2024)

- Collaborated with a team to develop a game as part of a structured programming course.
 - **Technologies Used:** C++, Git, SFML.
 - won the competition with **First Place**,
 - Repos link : <https://github.com/hussein145/SP-Project.git>
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COURSEWORK

[Flutter Advanced Course Bloc and MVVM Pattern \[Arabic\]\[2023\]](#) (In Progress)

(Udemy • 2024)

- Flutter for state management using Bloc and implementing the MVVM architectural pattern.

Activities

ACMASCIS: trainee

Languages

- **Arabic** (native)
 - **English** (good)
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