Esraa Osama Mohamed

Profile

I am a computer science student at the third level interested in Web development and Software engineering and looking for training opportunities to increase my skills.

Education

Bachelor's degree, Computer Science

Faculty of Computers and Artificial Intelligence, Cairo University.

GPA: 3.1/4.00

Projects

Student-Affairs-website 2

Student Affairs' web application uses Django, and users can perform several types of tasks there. Adding, updating, deleting, searching for "active" students by name in the search, choosing a specific student after searching to assign a department, viewing all active/inactive students, and changing a student's status from active to inactive are all options.

Fawry-System-API 2

In this project, I am creating a system that works like the Fawry system. Users should use this method to pay for various services. and I use the **Spring Boot Framework** to create APIs for this project.

In this system, the users request different spaces to park vehicles, and the system selects a place based on the user's requests and the dimensions of the vehicle for parking. I used solid principles, software design, and design patterns.

In this project with SQL, I created a system with admin, such as the online store for selling games, as each game has a category and specific specifications, and there is a vendor for each of them, using SQL, ERD, and C#.

Memory_Allocation_Polices ☑

Memory allocation simulator to allocate variable-sized partitions of the memory to a given sequence of processing requests with different allocation policies: First-fit policy, Best-fit, Worst-fit, and add Compaction (optionally).

Al-Project ☑

I used the Minimax technique to implement an Al agent for the board game Connect 4 and then upgrade it to an AI agent using the **Alpha-Beta pruning** algorithm.

Skills

Java, C++,C, Python	Design Patterns, SOLID Principles
Problem Solver	Object-Oriented Programming
Algorithms and Data Structures	Html,Css,Javascript and PHP
MySQL, SQL server	Git, GitHub