

## CAREER OBJECTIVE

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- Learning new concepts and increasing my knowledge in different fields related to computer engineering

## EDUCATION

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Giza, Egypt

Cairo University

Summer 2017 – Present

- 2<sup>nd</sup> year student at **Faculty of Engineering, Computer Engineering Department**.
- **Accomplishments:** - ranked 2<sup>nd</sup> in 2<sup>nd</sup> year 1<sup>st</sup> term - ranked 2<sup>nd</sup> in 1<sup>st</sup> year - ranked 9<sup>th</sup> in Preparatory year
- **Relevant Coursework:** Object Oriented Programming(A+); Data Structure and Algorithms(A+); Discrete Math(A+); Antenna(A+); Electronics(A+); Logic Design(A+); Robotics(A+); Presentation Skills(A+); Linear Algebra(A+); Database(A+);

## SKILLS

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### Technical Skills

- **Programming Languages:** C++ (good knowledge); JavaScript (good knowledge); Python (Basic knowledge)
- **Web development (Front End):** Vue js (good Knowledge); HTML
- **Version control:** Github

### Personal Skills

- Hard working, organized and willing to learn new things

## TECHNICAL EXPERIENCE

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### Projects

**Symphonia (2020):** A college project that aims to mimic Spotify web player focusing on software engineering concepts

- Led the Front-End team of 5 members during the project with the responsibility of supervising the workflow and communicating with other team leaders (Backend, e2e testing, android application).
- learned concepts relating to JavaScript frameworks specifically **Vue js** including the understanding of using components, routing, the reactivity of Vue js framework and the virtual Dom.
- Coded the authentication and authorization part of the project (Login, Sign Up, reset password)
- Dealt with a backend RESTful API service and understood the use of JWT tokens and http requests.
- Gained basic knowledge in using Jest for unit testing.

**Fruit Basket (2020):** A simple educational game for children designed using pixel art and coded in **assembly 8086** aiming to teach children about some fruits and their colors in a fun way.

Software: DosBox, Vs Code

**Ghost Busters game (2019):** A college project 2 player game coded in **assembly 8086** that involves serial communication and handshaking concepts between two devices.

Software: DosBox, Vs Code

**Restaurant Delivery (2018):** A college project coded in C++ aiming is to implement different Data structures and use them for a restaurant delivery system with different types of orders, motorcycles and customers with different levels of priority of being served.

**PaintForKids (2018):** A college project coded in C++ aiming to utilize the concepts of Object Oriented Programming including classes , inheritance and polymorphism to implement a simple paint program for kids where they can use different shapes , color them , save layouts then play a simple game using those shapes

**IC Tester (2018):** A college project aiming to design and implement a sequential circuit using logic gates to test and detect the type of an IC out of a number of specified types of ICs.

Software: Logisim