



# Amjad Sameer Kayed

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## PROFILE

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Experienced ReactJS developer skilled in creating user-friendly and optimized web applications. With a strong background in competitive programming using C++, I am committed to continuous improvement and excel in collaborative, remote environments, consistently delivering high-quality results.

## EDUCATION

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**An-Najah National University**

2020 - Present

*Bachelor of Computer Engineering*

*Current GPA: 3.08/4.0*

**King-Talal High school, Nablus**

July 2020

*GPA: 92.7*

## EXPERIENCE AND PROJECTS

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**Z Technologies Company — based in Toronto, Canada**

Jun 2023 - Apr 2024

*Front End Developer — Full Time*

*Remote*

- Contributed to several web applications, focusing on functionality and user interface:
  - BuildX:** Collaborated in creating a platform for users to build customized dashboard websites for backends using React TSX and MUI.
  - Unblocked:** Participated in the development of an easy-to-use NFT marketplace and community platform with a focus on art, music, and culture. [Link](#)
  - UCB Quests:** Developed a gamified platform for 'Unblocked' featuring quests and tasks; completing these rewards users with points usable on the Unblocked website. [Link](#)
  - Gun for Glory:** Involved in the front-end development, particularly in building responsive and interactive landing pages, using HTML, CSS, and Tailwind CSS. [Link](#)
  - Level Up:** Assisted in creating an engaging landing page with HTML, CSS, and JavaScript. [Link](#)

*Technologies worked with:*

- Skilled in React TSX, Framer Motion, React DnD, React Hook Form, Yup, Next.js, Git, React Solana-wallet, React MUI, React Query, Apollo Client, HTML, CSS, and Tailwind CSS.

## Other Projects

All Time

- Fruit Recognition Neural Network:** Developed an AI model using React and JavaScript to accurately identify different fruit types. The project involved customizable training data for the neural network, allowing flexible inputs and model training.
- Nim Game AI:** Created multiple versions of the Nim game using React, developing a strategic AI system for gameplay. This project showcased versatility in adapting the game mechanics and AI behavior across different iterations. [Link](#)
- Chatting System:** Developed a real-time chatting system using Java, implementing UDP for peer-to-peer communication and TCP for server-based interactions, ensuring robust and efficient message delivery.

As a competitive programmer and past admin of GDSC, I have personally solved over 700 problems across various platforms, while also conducting training sessions and guiding learners.

- **Contest Records:**

- Participated in PCPC22 and PCPC23, achieving 7th place in the latter and qualifying for the ACPC in Egypt.
- Competed in IEEEExtreme 16.0 and IEEEExtreme 17.0, securing 3rd place locally in the latter and achieving the highest rank in my university.
- Placed 10th in Hebron CodeJam23.
- Participated in NPalestine and Bits & Byte, securing 1st place in Bits & Byte.

- **Other Contributions:**

- Organized the HackAttack contest in collaboration with GDSC, featuring over 25 teams of three competing at the university.
- Served as a GDSC-PS Levels 1 & 2 trainer at An-Najah National University.
- Served as a proud ambassador for IEEEExtreme 17.0.

## SKILLS

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- **Soft Skills:**

- Self-Learner
- Teamwork
- Time Management
- Multitasking

- **Languages:**

- Arabic - Mother Tongue
- English - Fluent

- **Programming Languages:**

- JavaScript/Typescript
- C/C++
- Java
- CSS & HTML