

Mohamed Hazem

Software Engineer

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Github

Education

Bachelor of Computer Science

- Arab Academy For Science and Technology and marine Transport (AASTMT)
- 2018 – 2022 | GPA: A-

Work Experience

Software Engineer

IdealRatings, [Cairo, Egypt]

November 2022 – Present

- Project: Live4** – an investment analytics platform for sustainable investing decisions.
 - Boosted platform reliability by fixing ~70% of legacy bugs and plugging memory leaks.
 - Improved code quality with RxJS for asynchronous data handling and typed interfaces to reduce errors.
 - Improved performance through selective adjustments to data handling, resulting in faster synchronization.
 - Enhanced user experience by incorporating feedback and making critical data more visible, improving overall transparency
 - Consistently delivered high-quality solutions within agile sprints, implementing efficient workarounds and refining code for long-term maintainability.
- ESG Data Scraping Tool:**
 - Engineered a robust web scraper that automated ESG data collection across the web, reducing manual effort by 80%.

Tools

- Front-end : Angular
- Back-end : .NET , NodeJS , AWS
- Database : SQL , MongoDB , Redis

Skills

Technical:

- Languages & Frameworks: C#, C++, Python, TypeScript, Angular, .NET , Flutter , LangChain
- Databases & Tools: SQL, MongoDB, Firestore, Pinecone , Postman
- Clouds & Utilities: AWS, Mongo Atlas, Firebase, RxJS, Socket.IO

System & Reliability:

- Robust Architecture , Memory Management ,Performance Optimization , Clean Coding

Soft skills:

- Agile Development, user-focused design, Collaboration, problem-solving, continuous learning.

Side Projects

(View all projects at [Gitimido.github.io](https://gitimido.github.io))

Project: iHealthy-Calculator

- Design and build a web-based nutrition tracker that integrates with OpenAI and DeepSeek to analyze dietary habits
- review users' past food intake and deliver personalized nutritional advice.
- Support multiple languages to offer clear, context-aware recommendations tailored to each user.
- Tools : AngularFire (Rxjs , Api Calling OpenAi/DeepSeek) Firebase (Firestore , Domain Provider , Hosting Service)

Project: Online Platform

- Design and build an online gaming platform that enables real-time user interactions, including integrated chat, user tracking, and room-based game joining.
- Implement seamless WebSocket communications to ensure responsive and interactive gameplay.
- Develop a dynamic frontend that creates engaging 2D game experiences.
- Deploy the application on cloud services to ensure high availability and scalability.
- Tools: Angular, Phaser, Node.js, Socket.IO, AWS (Amplify, EC2, Load Balancer, Domain, ACM)