Hassan Wael Ali Ahmed

COMPUTER SCIENCE ENGINEERING STUDENT

Summary

As a fourth year Computer Science and Engineering student at the German University in Cairo, my objective is to further develop my skills and knowledge in the field by seeking challenging roles that will allow me to apply my technical expertise. I aim to contribute to the success of the company by leveraging my academic background and hands-on experience in programming, database management, and software development. I am driven to learn and grow in a dynamic work environment, where I can collaborate with a team of professionals and make valued contributions to the organization.

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Skills

- Web Design
- Design Thinking
- Java
- Python
- Javascript
- Node JS
- MongoDB
- SQL
- Front End Coding
- Problem-Solving
- Network Management
- Computer Literacy
- Strong Communication

Education

SECONDARY SCHOOL

Saint Fatina School IGCSE

2015 - 2020

BACHELOR OF COMPUTER ENGINEERING

German University in Cairo

2020 - Present

Experience

NETWORK OPERATIONS CENTER INTERN

Huawei Egypt

2022 - 2022

Did a 1 month summer internship at the Networks Operations Center for the Etisalat project in Huawei Egypt where I did :

- Collaborated in building a pinging tool in Python for that automatically pings all the networks sites given in a credentials excel file and store the details of each ping result in another excel file for the networks engineer to review and act accordingly
- Black box testing of the new Huawei systerm before its deployment

In my internship I improved my team working skills when collaborating on the tool, Learnt all the fundamentals of black box testing and how the it is carried out.

Projects

DATABASE ENGINE

- Created a database engine with octree indexing that can take SQL statements as input using Java.

SOFTWARE ENGINEERING BANKING SYSTEM

Designed and created a banking system in three milestones:

- Requirement Elicitation
- Designing ERD and Class diagrams implementing Design Patterns
- Design and development of a web application, incorporating user feedback and UX principles to create an intuitive and user-friendly interface for 3 different portals

Projects (Cont'd)

COMPUTER ARCHITECTURE

- Created a Harvard architecture processor simulator that can fetch, decode and execute MIPS-32 instructions using Java

OPERATING SYSTEM

- Created an Operating System simulator that fetches, decodes and executes MIPS-32 instructions using pipelining ensuring mutual exclusion using mutexes for the critical resources

BOOK LIBRARY WEBSITE

- Created a Book Library website using Node JS with a MongoDB database and deployed it

DIGITAL MEDIA

- Created an image manipulation software using Java that can apply different kinds of filters to an input image

DIGITAL SYSTEMS DESIGN

- Created LZ compression/ decompression algorithm using VHDL

DATABASE

- Designed and created a large SQL database for football tournaments with its Front End

MARVEL GAME

- Created a Marvel themed Board Game with different classification of characters and abilities using JAVA with GUI using JavaFX

PIANO

- Created a piano simulator with python usingg the numpy library

WORDLE

- Created a wordle like game using prolog

AI MINESWEEPER

- Created a game in Haskell where a robot search for and collects mines in a grid of any desired size

LOW PASS FILTER

- Built a physical low pass frequency filter

Extra-curricular activities

RECYCLING

I was a part of the 2020 award winning evergreen sfs recycling team

CLUBS

Warsha: Member of the Media & Marketing Comittee

Inspire: Member of the Editorial Comiittee

Insider: Member of the Design Comittee

Language

English
Arabic
German