HOSSAM AHMED MAHMOUD IBRAHEM
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Education:

- Bachelor of Engineering in Computer Engineering
  - Faculty of Engineering, Cairo University (Class of 2021)
  - Total Grade: Very Good with honors

Graduation Project:

- **Modular Approach Self-driving Car** (Grade: Excellent)
  - Developed a self-driving car using a modular approach, sponsored by Valeo.
  - Implemented learning data collection, processing, perception module, and sensor fusion.
  - Utilized Python and TensorFlow for implementation and CARLA simulator for data collection and testing.

Courses:

- **Meta Front-end Developer Professional – Coursera**
- **Classic AUTOSAR Diploma**
- **Advanced Embedded System Track** - FWD Udacity
- **Full Embedded Systems Diploma** - Under the supervision of Engineer Mohamed Tarek
- **Android Applications Development Nanodegree** - Udacity
- **Deep Learning Specialization** - Coursera

Experience:

- IT Technical Support at Egyptian Armed Forces (Reserved Officer) (2022-Apr 2024)
  - Maintained and managed local network infrastructure for 100+ users.
  - Developed a Python QT application to streamline workflow processes, improving efficiency by 25%.

Skills:

- **C/C++ programming , Python, JavaScript**
- **HTML , CSS, JDX ,Bootstrap**
- **React JS**
- **OOP**
- **Data Structure and Algorithms**
- **Version control (GIT)**
- **Knowledge at front-end Testing using JEST**
- **Tools:** VsCode.

Projects:

- **Restaurant project – webpage(HTML,CSS,JS)**: (link)
  - Developed a SAP project for restaurant website with home page to display the promotion article and enable navigation through website.
  - Implemented About page and menu page to display restaurant info.
  - Project used responsive design to ensure compatibility with different devices and enhance user experience.
- **Paint for Kids – Desktop Application(C++)**:
  - Developed a desktop application enabling users to draw various shapes with different colors, implemented in C++ using object-oriented programming (OOP) concepts.
  - Designed and implemented game logic to allow users to interact with the drawn shapes, enhancing user engagement and experience.

Volunteering:

- IEEE CUSB Embedded Systems Instructor (Oct 2018- May 2019)
- IEEE CUSB IT Head (Oct 2019- May 2020)