Ahmed Saad

LinkedIn Portfolio Github

PROFILE

Motivated Computer Science graduate with expertise in software development, game development, and UI/UX design. Proficient in various programming languages and tools. Skilled in problem-solving, teamwork, and time management. Passionate about contributing to innovative projects and advancing technology.

PROJECTS

EduVenture 10/2023 - 06/2024

Game Developer

- Developed an educational adventure game for kids, titled "EduVenture," as part of my graduation project.
- Designed and implemented game mechanics and UI to foster learning, growth, and exploration for kids.
- Integrated educational content seamlessly within an engaging adventure narrative.

08/2022 - 09/2022**UI/UX Projects**

UI/UX Designer

- Developed and showcased prototypes, wireframes, and UI designs for various applications including taxi booking, hotel booking, Zone X Store, Cine Wave, and KidsCare.
- Led case studies for KidsCare and Cine Wave from inception, conducting research, defining scopes, analyzing requirements, and planning strategies. Coordinated testing for optimal functionality and UX, successfully launching both applications with a focus on high-quality, user-centric solutions.

Game Design Projects 07/2021 - present

Game Designer

- Crafted character designs and created animations for the game 'Chinchi and the last Zombie'.
- Designed the open world of my graduation project.

Pharmacy System 09/2021 - 10/2021

Java Developer

Developed a comprehensive pharmacy system encompassing inventory management of medicines and pricing using JSON in Java.

EDUCATION

Bachelor of Computer Science

09/2020 - 07/2024 | Alexandria, Egypt

Alexandria University - Faculty of Science

Graduated from the SIM (Software Industry and Multimedia) Program with a strong focus on computer science courseworks.

• ECPC (Egyptian Collegiate Programming Contest) Participant: 2021, 2022

UX Nanodegree Program Intern

09/2022 - 08/2022 | Alexandria, Egypt

Ranked 3rd in cohort, awarded certificate in one month. Implemented various UX processes in nanodegree program.

SKILLS

• Game Design Principles, Unity, Unreal Engine, Figma, Adobe XD, C#, C++, Python, HTML, CSS, JavaScript, Wireframing, Prototyping, Usability Testing, Interaction Design, Accessibility, User Research, Agile Methodologies, Creative Problem Solving, Team Collaboration, Time Management, Attention to Detail.

CERTIFICATES

Linux Administration from ITI

Earned a certificate in Linux Administration from ITI with a grade of 96/100.

Advanced UX Design

Earned a certificate in Advanced UX Design course from Udacity.

HackerRank Volunteering

Participated as an OC member in HackerRank volunteering and got best member certificate.

AWARDS

Best Graduation Progect

29/06/2024