Jana Ahmed Mostafa Meriden

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OBJECTIVE

seeking internship opportunity to apply expertise in network design, protocol development, and systems optimization. With a solid foundation in communications theory and computer engineering principles, I aim to contribute to cutting-edge projects while gaining hands-on experience. Eager to enhance understanding of real-world applications and actively contribute to team success.

EDUCATION

Faculty of Engineering (Computer and Communications) Sophmore

Cairo University 2027 (CHS)

RECENT PROJECTS

- Developed a miniature operating system in C, integrating process scheduling and memory management functionalities. Implemented scheduling algorithms like round-robin and priority-based scheduling, employing forking and memory management techniques. Utilized tree data structures for efficient resource management and performance optimization.
- Designed and coded a game in C++, depicting a battle between Earth and alien invaders. Employed various data structures including arrays, linked lists, queues, and priority queues for efficient game element management and performance enhancement.
- Engineered a flowchart simulator in C++, enabling users to create and visualize flowcharts. Applied advanced concepts in pointers and C++ for streamlined memory management and data structure optimization. Integrated a graphical user interface (GUI) to elevate user interaction and ensure a seamless experience.

KEY SKILLS

Logical Planning Hard Worker Self-development Fast learner

TECHNICAL SKILLS

C, C++, Python and Bash Scripting MATLAB Visual Studio Code Multisim

RELEVANT COURSES

Computers for Engineers (A-)
Electricity and Magnetism (A-)
Modern Physics (B)
Programming Techniques (B-)
Data Structure and Algorithms (to be declared)
Electronics (to be declared)
Signal Analysis (to be declared)