

# Mohamed Gamal

## Full-Stack Web Developer

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### Profile

Mechatronics Engineering with a growing passion for full-stack web development. Skilled in Python, Flask, Django, React, with experience in Git, GitHub, Linux administration, and Agile practices. Adaptable, curious, and comfortable working independently or as part of a team, always skilled in crafting responsive designs and efficient code, and eager to join a tech-driven team to work and develop new projects.

### Skills

**Programming languages:** JavaScript (ES6+), Python, HTML5, CSS3, SQL, C, C++, MATLAB

**Frameworks & Tools:** React, Flask, Node.js, Django, Git, Docker

**Databases:** MySQL, PostgreSQL

**Other:** Responsive Design, Agile Development, UI/UX Basics

### Education

**Cairo University**, Bachelors Degree in Mechatronics Engineering SEP 2018 – SEP 2023  
– GPA: 2.5/4.0 (Cumulative grade : good)  
– Mechatronics Engineer graduate, with knowledge in automatic control, mechanical design, PCB circuits, and a graduation project in developing a learning kit for automatic control labs.

**New Vision School Bahrain**, IGCSE and International A levels SEP 2015 – JUN 2018

### Internship and Work Experience

**Python Trainee**, ITI – New Capital, Egypt JUN 2025– Ongoing  
Intensive training program focused on full-stack web development using python frameworks.

**Office Clerk** – Mandatory Military Service March 2024 – June 2025  
Assisted in organizing, managing, and storing of the daily paperwork. Revising the quality of all outgoing faxes.  
Submitting weekly, and monthly reports to the colonel in command showcasing work progress, and overdue work.

**Product Design Intern**, Helwan Engineering House – Helwan, Egypt JUN 2023– OCT 2023  
A five month long Internship where we worked on Design, manufacturing and maintainence using the different machinairy and processes in the factory.

### Projects

**Bash Database Management System** — Built a CLI-based database simulator using Bash scripting with CRUD operations, datatype validation, and primary key constraints. [\(Github Link\)](#)

**Crack-n-Stack Game** — Developed a retro block-breaker arcade game with music, levels, and leaderboard feature using HTML, CSS and JavaScript. [\(Github Link\)](#)

**Snakeopoly (Snakes & Ladders + Monopoly)** — Created a hybrid board game using C++ and OOP principles. [\(Github Link\)](#)

**Python Finance manager** — a Python console application that helps users track income and expenses [\(Github Link\)](#)

**My Portofolio** — A Web page built using React and other libraries showcasing my work [\(Github Link\)](#)

### Courses and Certificates

**CS50x: Introduction to Computer Science** Harvard University

### Languages

**English** (Fluent) | **Arabic** (Native)