Mostafa Mahmoud Kamal

 ♥ Giza, Egypt
 ■ ubermenchun@gmail.com
 • 01113755242
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Projects

06/2022 – present	 Lox ☑ A python-like hobby programming language Support for imperative, OOP and functional programming paradigms Interpreter written in Kotlin
06/2022 – 07/2022	 PDF Indexer ☑ A PDF parser/indexer that creates an inverted word index out of a PDF file Support for partial indexing: indexing a group of pages into a seperate index. Highly customizable output format
03/2022 - 06/2022	 Pure Engine ☑ A High performance C++ 3D game engine, wrapping OpenGL OOP framework based on the Entity Component System (ECS) design pattern JSON deserialization for all game assets Cross-Platform build based on Cmake
02/2022 - 04/2022	 Modern Regex ☑ A C# library that abstracts low-level regex strings in high-level fluent API Specify a regex declaratively using a builder tree Compiles to regex strings, no performance overhead
11/2021 - 02/2022	 Highway Vehicle Detector ☑ A Machine Learning system that detects and tracks moving vehicles in video footage Uses Support Vector Machines trained on a Histogram-Of-Gradients and SIFT as features.
10/2020 - 01/2021	 Space War ☑ A remaster of the 1960s classic game in 16-bit x86 assembly with a chat feature
Education	
2018 – present	Computer Engineering, <i>Cairo University</i> Senior Student, Excellent Grading: 88% accumulative, 3.7/4 GPA.

Programming Languages

Languages

• English

• C • C++ • Python • Java • C# • F# • Kotlin • Groovy • Ruby • Haskell

Arabic

• Tcl • Raku • Javascript • Bash • PowerShell • SQL • x86 Assembly

Courses

07/2020 - 09/2020

IBM AI Analyst, *IBM* ☑

- Studied a variety of AI techniques and algorithms under the supervision of IBM employees
- Passed the final test with a +90% grade

Software Skills

- Object Oriented Programming
- Functional Programming
- Command Line Scripting
- Databases
- Git and Github Version Control
- Data Structures, Algorithms, and Problem Solving
- · Machine Learning
- Test-Driven Development
- Agile Development

Extracurricular

09/2020 - 02/2022

Cairo University STP Student Activity, CS Instructor

- Mentored a group of more than 40 students of diverse experiences and backgrounds
- Taught the participating students the basics of programming in C++ and Python.
- Supervised the students' projects, a simple game in Python using the library pygame for graphics, sound and input controls.

08/2020 - 01/2022

Cairo University Racing Team, Low Voltage Sub-team Member

- Designed the data collection sub-system onboard the racing vehicle.
- Coded a prototype in embedded python (Raspberry Pi) to test the correct operation of the system.