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Objectives

Motivated and highly skilled dual degree graduate in computing and information technology with a passion for mobile app development, seeking a Flutter developer position to leverage my skills and collaborate closely with UI/UX designers to bring their visions to life, continuously refining my approach to building optimize performance and responsive applications. I'm particularly interested in expanding my knowledge in areas like CI/CD and am eager to contribute to a collaborative team environment where I can learn from experienced professionals and continuously enhance my problem-solving and coding skills.

Education

Dual Degree in Computer Science   09/2019 – 09/2023
- University of Arab Academy for Science and Technology, Alexandria, Egypt
- University of Northampton, UK

GPA: 3.61 (Excellent with honor)

Graduation Project

Intelligent Personal Assistant for Disabled (IPAD)   **(Grade A+)**

Developed IPAD, aiding both blind and deaf individuals. The project featured a Smart Glove for sign language-to-text translation, seamlessly interfacing with a mobile app. Additionally, an ESP32 Cam captured images for real-time object recognition, with results communicated audibly, empowering deaf users with object identification, and enhancing accessibility.

Training

Flutter Development Diploma   03/2023 – 07/2023

AMIT | Alexandria, Egypt

- Enhanced problem-solving skills and acquired proficiency in the Dart programming language.
- Successfully completed a Flutter diploma program with expertise in UI design principles.
- Proficient in integrating local databases and Firebase for real-time data and user management.
- Utilized the RESTful API implementation for seamless external data communication in Flutter.
- Experienced in creating animations for enhancing user interfaces.
- Familiar with using GitHub for version control and collaboration.

ROV Training   01/2021 – 09/2022

Abydos co. | Alexandria, Egypt

- Completed a comprehensive software development training program.
- Training included image processing techniques on hardware platforms.
- Joined the software team after training.
- Promoted to Chief Technology Officer (CTO).
- Developed a VR experience showcasing ROV using Alterspace VR.
- Used Unity to design and publish the VR world, highlighting ROV features.
- Contributed to the team's bonus achievement in the MATE ROV competition.

Projects

Flutter Development Diploma Projects
- **Toku App**: a beginner Flutter application for learning Japanese to introduce widgets and layout
- **News App:** leverages an API for fetching and displaying news articles, with API conducted using Postman.
- **Bookly App:** created by using animation to showcase Books API data, with Postman used for API testing and debugging.
- **Job Finder App:** An app was crafted with APIs, and state management in its development.
- **Chat App:** An application has been created to facilitate communication among registered users. The technology stack comprises Firebase authentication, Cloud Firestore, and state management.
- **Notes App:** Created a streamlined application for notetaking and storage, utilizing Hive as the local database.

College Projects
- **Firefighting Robot Vehicle:** The vehicle uses an OpenCV camera to spot flames with a dataset. Flames trigger the water pump for fire extinguishing. A smoke sensor detects smoke particles, activating the pump to swiftly quell fires.
- **Connect Four Game:** established the game using Python and GUI. Applied OOP principles to design and implement the game logic. I used Tkinter to create a user-friendly interface with a graphical grid and buttons to play the game.
- **Abydos' Website:** Created a sample website using HTML, CSS, JavaScript, and PHP. Demonstrated proficiency in front-end and back-end web development. Developed a dynamic and user-friendly website that showcases the company's products and services.
- **SpaceShooter Game:** Build a simple space shooter game using OpenGL. Demonstrated proficiency in 3D graphics programming. Created a dynamic and engaging game environment with realistic physics and graphics.

Courses

Android Application Course   08/2020 – 11/2020
- Developed mobile applications using Java Kotlin and Android Studio.
- Implemented user interfaces and navigation for Android apps.
- Worked with APIs and data storage for app functionality.

Skills

- **Programming Language:** Dart, Python, R and Java (OOP).
- **Web Development:** HTML, CSS, JavaScript, and PHP.
- **Mobile Development:** Flutter development, State Management, Architecture patterns, Asynchronous programming, Firebase, RESTful APIs ,and Postman.
- **Graphic Design:** Adobe Photoshop, Adobe Illustrator, and Blender.
- **Video Editing and Motion graphics:** Adobe Premiere Pro, and Adobe Audition.
- **Development Tools:** PyCharm, Git version control, Codeblocks, VScode, and Atom, Android Studio.
- **Language Skills:** English (Excellent), and Arabic (Mother Tongue) .
- **Soft Skills:** Teamwork & collaboration, working Independently & remotely, Attention to detail, Technology trend awareness, and Agile Development.

Awards and Achievements

CERTIFICATE OF 3RD PLACE COMPETITION   03/2022
- Underwater Robotics (UWR) | AUV

CERTIFICATE OF BEST ENGINEERING PRESENTATION   03/2022
- Underwater Robotics (UWR) | ROV

CERTIFICATE OF BEST ENGINEERING PRESENTATION   05/2022
- MATE | ROV

CERTIFICATE OF BEST PROGRAMMING AND IMAGE PROCESSING (RIC)   05/2022
- MATE | ROV