Mena Ashraf Mikhael Saleh

Software Engineer

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SUMMARY:

Aspiring Software Engineer passionate about kickstarting a career in impactful and innovative projects. Proficient in full-stack development and AI technologies, with expertise in frameworks like ASP.NET Core, React, and TensorFlow. Skilled in problem-solving and collaboration, eager to contribute to dynamic teams and drive meaningful results in software engineering.

EDUCATION:

Ain Shams University

Aug 2020 - July 2024

B.Sc. In Computers and Information Sciences (Specialization: Computer Science)

• GPA: 3.85/4.00 (93.91%), Excellent with honors

WORK EXPERIENCE:

Egyptian Book House (EBH): Software Engineering Intern

Aug 2024 - Sep 2024

- Contributed to building a B2B e-commerce frontend in Odoo, integrating it with Oracle EBS R12.1.
- Provided access to product pricing and stock availability through the integration.

Mintra: Software Engineering Intern

July 2023 - Aug 2023

- Worked on a system to manage Oracle EBS R12.1 inventory transactions using ASP.NET Razor Pages.
- Contributed to implementing QR code scanning for mobile-based inventory transaction updates.

EXTRACURRICULAR ACTIVITIES & TRAINING:

SupportASU: Full Stack Web Development Mentor,

Jul 2022 - Jul 2024

- Taught 50+ students web development with ASP.NET Core, growing class size by 90% from the previous year.
- Updated curriculum to the latest version of ASP.NET Core, enhancing learning relevance.

FCIS ASU: Android Development Summer Training

Aug 2022 – Sep 2022

- Completed a two-week training program on native Android app development using Java.
- Built a student assistant app with a team, featuring a GPA calculator, Pomodoro timer, and calendar reminders.

SKILLS:

Technical Skills

- Programming Languages: Python | C# | C++ | Java | JavaScript | TypeScript
- Frameworks & Libraries: ASP.NET Core | Node.js & Express | Django | React | TensorFlow
- Tools & Platforms: Git | GitHub | SQL | DBMS
- **Development Concepts**: Software Engineering | Machine Learning | Deep Learning | NLP | Computer Vision | Algorithms | Data Structures | OOP | Design Patterns | Agile

Soft Skills

Problem Solving | Communication and Presentation | Leadership and Mentorship

HONORS & AWARDS:

- Ranked **2**nd in the Computer Science graduating class of 2024.
- Achieved 2nd Place in the best project Kaggle competition for the Neural Networks & Deep Learning course.
- Placed in the **top 5** of a problem-solving competition for the Data Structures course.

CERTIFICATES:

Coursera: Machine Learning & Deep Learning Specifications

lun 2024 - Oct 2024

Udacity and egFWD: Full Stack Web Developer Nanodegree

Oct 2022 – Jan 2023

CLS Learning Solutions: Microsoft Certified Solutions Developer

Jul 2021 – Jan 2022

PROJECTS:

Recursion Tree Visualizer - TreeVis | GitHub Link , Live Demo

Nov 2024 - Nov 2024

Built a dynamic and interactive tool that can visualize any recursive code using only vanilla JavaScript.

Automatic Questions Tagging System | GitHub Link

Aug 2024 - Sep 2024

- Built a transformer model for multi-label classification on 10% of Stack Overflow's Q&A dataset.
- Achieved a competitive accuracy of **62%** on this classification task.

Orders Forecasting for Rohlik Group | GitHub Link

Jul 2024 - Aug 2024

- Utilized time series analysis and forecasting techniques on a real-world dataset for a real-world project.
- Accomplished a low error of **7% MAPE** forecasting orders for the next **60** days in **7** different warehouses.

Multimodal Deception Detection System – Graduation Project | GitHub Link

Jul 2023 - Jul 2024

- Led a team to develop an AI system detecting lies in videos, earning an A grade for innovation and impact.
- Achieved **95%** accuracy on real-life court trial data, mitigating subject related bias concerns.
- Established a **multimodal** fusion of acoustic, visual, and textual data.

Web App for Travelers - TraveLog | GitHub Link

Jun 2024 - Jul 2024

- Designed an interactive website for travelers using ASP.Net Core MVC.
- Optimized code for responsive and efficient performance.

3D Animal Runner Game | GitHub Link

May 2024 - Jun 2024

- Developed a Unity and C# based 3D endless runner game with AI monsters, obstacles, and a high score system.
- Achieved 1st place ranking by the college teaching committee.

Weather Station System

Nov 2023 – Dec 2023

- Designed and implemented a weather monitoring system using Arduino C and ESP32.
- Created a web app enabling users to subscribe to email notifications for weather updates.

Project Management Web App - ProjeX | GitHub Link

Jun 2023 – Jul 2023

- Built a project management system for task visualization and collaboration using React and ASP.Net Core API.
- Secured backend from scratch with Bcrypt hashing and JWTs.

CLI Operating System - FOS

Oct 2022 – Dec 2022

• Developed low-level functionalities for a command-line-based OS, including kernel heap management, dynamic memory allocation, page fault handling, semaphores, and shared variable management, primarily using C.

Tiny Language Compiler | GitHub Link

Nov 2022 - Dec 2022

• Built the scanner and parser for a compiler designed for a custom programming language "Tiny".

LANGUAGES: