

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

- Educated **50+** students web development with ASP.NET Core, growing cohort size by **90%** from last 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 and 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

Communication and Presentation | Leadership and Mentorship | Problem Solving

HONORS & AWARDS:

- Ranked **2nd** 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	Jun 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 vocal, 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 the custom programming language "Tiny."

LANGUAGES:

English (fluent), Arabic (native), Swedish (intermediate), French (intermediate)