Mena Ashraf Mikhael Saleh

Software Engineer

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SUMMARY:

Software Engineer with about 1 year of experience building high-quality, scalable software—ranging from government portals to large e-commerce platforms for leading brands like Noon and Namshi in the UAE and KSA. Proficient in full-stack development and AI technologies, skilled in frameworks like ASP.NET Core, React, Next.js, and TensorFlow, always ready to innovate, contribute and solve some problems.

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:

Noon E-Commerce: Software Development Engineer I   Jul 2025 – Present

• Completed Noon's CAKE Graduate Program, focused on large-scale E-Commerce and Q-Commerce development.

•Contributed to high-performance, scalable applications using Next.js, TypeScript, and SASS, emphasizing efficiency, reliability, and user satisfaction.

Ejada Systems: Software Engineer   Feb 2025 – Jul 2025

• Re-engineered backend architecture and integrated Microsoft SharePoint to deliver efficient ASP.NET APIs for government portals.

• Built high-quality, reusable frontend components with React, Vite, and Tailwind CSS.

•Created technical documentation, ERDs, and data models to support development and cross-team collaboration.

EXTRACURRICULAR ACTIVITIES:

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.

SKILLS:

Technical Skills

• **Programming Languages**: Python | C# | C++ | Java| JavaScript | TypeScript

• **Frameworks & Libraries**: ASP.NET Core | Node.js & Express | Django | React | TensorFlow |Next.js

• **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 **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 – Mar 2025

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:

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