# Menna Elshahawy
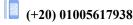
Teaching Assistant, Researcher and a Computer Science Master's Student at the German University in Cairo

**6th of October city, Egypt**

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## EXPERIENCE

**German university in Cairo** — *Computer Science Teaching Assistant & Researcher*
September 2018 - PRESENT
- Assisted in coordinating and preparing material for a game development course.
- Taught different courses, including compiler, and computer system architecture.
- Supervised multiple bachelor projects for undergraduate students.
- Published several papers in the field of computer science education for individuals with learning disabilities.

**German International University** — *Workshop Leader*
August 2020
- Conducted a game development workshop for 1st year college students.

**German university in Cairo** — *K4k Teaching Assistant*
September 2019
- Prepared activities for a group of children, aged 6 to 8 years old, to introduce basic programming concepts, using ScratchJr.
- Assisted in planning and executing daily indoors and outdoors activities for children.

**Simon-Kucher & Partners** — *Part time full stack developer intern*
June 2019 - August 2019
- Participated in a two months, 3 days per week internship.
- Assisted a team to develop and build a bank website using Ngrx and Angular.

**German university in Cairo** — *Computer Science Junior teaching assistant*
September 2017 - December 2017
- Was responsible for assisting multiple groups of students in the computer science lab.

**Pixel Information Systems - PixelSoft** — *Intern*
August 2017 - September 2017
- Participated in a one month internship.
- Got exposed to technologies including: Oracle SQL, PL/SQL, JEE.

## EDUCATION
**German university in Cairo** — *MS in Computer Science and Engineering, 2021*
February 2019 - April 2021
- Assistive computing, game based learning and human-computer interaction.
- Implemented a block-based programming platform and a serious game to develop computational thinking for children with autism, conducted a comparison between those educational means.

**German university in Cairo** — *BS in Computer Science and Engineering, 2018*
September 2013 - July 2018
- Assistive computing, game based learning and human-computer interaction.
- Implemented and tested a VR serious game to help autistic children to maintain eye contact during social interactions using Unity native VR plugin and C# scripting.

## DEVELOPMENT FRAMEWORKS
Angular, AdonisJs, NodeJS, Bootstrap, MYSQL, and Mongodb

## SOFTWARE SKILLS
Java, C#, Python, HTML, Haskel , and Javascript

## DEVELOPMENT TOOLS
Eclipse, Unity3d, Pycharm, Android Studio, and Visual Studio.

## PUBLICATIONS
- **Elshahawy M**, Bakhaty M, Sharaf N. (2020) Developing Computational Thinking for Children with Autism using a Serious Game. In the 24th International Conference Information Visualisation (IV2020).

- **Elshahawy M.**, Aboelnaga K., & Sharaf N. (2020). CodaRoutine: A Serious Game for Introducing Sequential Programming Concepts to Children with Autism. In 2020 IEEE Global Engineering Education Conference (EDUCON).

- Elgarf M., Abdennadher S., **Elshahawy M.** (2017) I-Interact: A Virtual Reality Serious Game for Eye Contact Improvement for Children with Social Impairment. In Joint International Conference on Serious Games. Springer, Cham, 2017 (JCSG).

## EXTRACURRICULAR ACTIVITIES
- Participated in Hajj Hackathon, 2018
- Member in Big Buddy GUC Academics committee, 2015
- Volunteer in El Radwa association, 2013

## REFERENCES
References are available on request.