

# Menna Hekal

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 Giza, Egypt

 <https://github.com/Menna107>

 <https://menna107.github.io/Menna-Portfolio/>

## Profile Summary

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Motivated Computer Science student at Cairo University with skills in C++, Python, and passionate about full-stack development. Experienced in object-oriented programming, data structures, and building real-world projects using C++, Django, Java, and C#. Passionate about problem-solving and software design, with hands-on experience in collaborative team-based projects. Taught C++ as a volunteer instructor and continuously expanding technical and soft skills through self-learning and project work.

## Education

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### B.Sc. in Faculty of Computers and Artificial Intelligence

Cairo University, Egypt

2023 – Expected 2027

- **Relevant coursework:** Object-Oriented Programming, Data Structures, Algorithms, Web Development

- Achieved 9th place in Egyptian High School (El-Thanaweya Al-Amma) ranking for Giza Directorate.

## Certificates

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- Tableau for Data Visualization (Flashat, tableau).
- Game Development Basics (Fcai Cairo GD club).
- Instructor Certificate – A7la Shabab (Volunteering)

## Projects

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### Online Library System (Django, 2025)

Developed a full-stack web app for book borrowing with admin and user roles. Implemented user authentication, profile management. Collaborated in a team of 6 using Git for version control.

### Task Management System (C# + SQL Server, 2025)

Built a desktop application to manage tasks and worker assignments. Integrated SQL Server for persistent data storage. Designed WinForms interface in a team of 2.

### Mini Games Website (HTML/CSS/JavaScript, 2025)

Designed and implemented a responsive site showcasing five interactive games. Ensured cross-browser compatibility and mobile responsiveness.

### Personal Portfolio Website (HTML/CSS/JavaScript, 2025)

Designed and developed a personal portfolio to showcase projects, skills, and experience. Implemented light/dark mode and responsive layout.

### Data Structures Implementation (C++, 2025)

Implemented core data structures from scratch, including Linked List, Stack, Queue, and AVL Tree. Focused on correctness, time complexity, and modular design.

### **FCAI Multi Tic-Tac-Toe Games (C++, 2024)**

Developed a console-based C++ application featuring 8 variations of Tic-Tac-Toe. Designed a text menu for game selection and implemented both human and AI opponents. Applied object-oriented programming principles with reusable player and board classes.

### **To-Do List App (Java, 2024)**

Created a desktop application with object-oriented design principles. Enabled adding, editing, and removing tasks with persistence.

## **Skills**

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### **Tools:**

SQL Server, Git, Tableau, VS Code

### **Programming:**

C++, C# (basic), Java (basic), Python (basic)

### **Web Development:**

HTML, CSS, JavaScript (basic), Django (basic)

### **Concepts:**

Object-Oriented Programming (OOP), Data Structures, SOLID Principles

## **Languages**

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- **Arabic: Native**
- **English: Very Good (Written and Reading), Good (Spoken)**