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MOHAMED FOULA

Summary

Computer Science undergraduate at the Faculty of Science in Alexandria University.

I am passionate about developing high-quality software and developing mobile applications and web applications.

I have experience in mobile application development with Flutter and Android, as well as full-stack web development and problem solving.

Work Experience

Flutter Mobile Application Developer Internship - 11/2020 to 01/2021
Sana Technology, Alexandria

- My internship was working with a team on building applications as well as learning new stuff from seniors.

Frontend Web Developer and Ubuntu Server Manager - 08/2020 to 11/2020
SBDG - Small Business Development Group, Alexandria

- My job was frontend development for websites made using Wordpress and Odoo ERP systems.
- Websites I worked on using Odoo system:
  http://web.rivieraplatform.com/
  http://realestate.abcbusinessmodel.com/
  http://pharmacy.abcbusinessmodel.com/
- and using Wordpress system:
  https://rivieraplatform.com/
- For server management, my job was to install Odoo system and its dependencies on the server as well as server configuration, maintenance, and managing domains & ports using NGINX

Education

Bachelor of Science: SIM (Software Industry and Multimedia) **Faculty of Science** - 2022
Alexandria University, Alexandria

Projects

Simple e-commerce android application

04/2021 to 05/2021

This project is an e-commerce android application which consists of sign in, sign up, animation, adding items to cart, confirming the order, sending notification and sharing the reciept with other applications.

See more

Tic Tac Toe vs AI bot using Unity

04/2021 to 05/2021

This project is a Tic Tac Toe game where the player plays versus an AI bot game and the user can choose one of 3 difficulties. Easy, medium, and hard, in easy the bot might choose the correct move, while in the medium difficulty the bo will choose a better move and try to win with fewer moves, as for hard the bot will always choose the best move so it's either the bot win or make the user not win which makes it impossible for the user to win.
The AI algorithm used is minimax algorithm with alpha-beta pruning technique, built with unity game engine and C#.

See more

Cinema admin ticket verification system (Cinematna)

01/2021

Cinematna verification mobile application is an admin verification system for the web application "Cinematna" where the admin (cinema admin pre-registered on the website) should login on the application and then scan QR code, if the tickets are valid the application will give him list of tickets (single or multi) with ticket information (booked movie, cinema, day and time) and if the code is not valid the application will tell you tickets are not found.
I built this application using flutter and also built needed APIs (login api and ticket searching api and their responses).
Cinematna web application (booking system and browsing system) https://github.com/Mo-Foula/Cinematna

See more

Cinema ticket reservation and movies browsing web application (Cinematna)

11/2020 to 01/2021
Cinematna web application is a cinema tickets booking application where the user can see available movies in available cinemas and he can choose which day he wants to book the tickets and also choose the desired party.
After booking is done the user gets QR code that he will use at the cinema so that the cinema can confirm his tickets.
My part was developing pages (frontend + backend) and database design
Live preview: http://cinematna.000webhostapp.com/

See more

Multi client chat application

12/2020 to 01/2021

This application is a multi client chat application with encryption where each client has its own key, the code was written in python using socket, the scripts written are server, client and encryption code.

See more

Hospital management system using OOP Java

02/2019 to 03/2019

A mini hospital system that has patients and doctors in the database along with login and the ability to calculate fees, add/remove doctors and patients, and more.

See more

Skills

- Flutter
- Java
- JavaScript
- C#
- Problem Solving

- Dart
- Python
- PHP
- Ubuntu
- Team Leadership

- Web Development
- HTML
- SQL
- Git
- Teamwork

- C++
- CSS
- Unity3D
- Github
- Android

Certifications

Algorithmic Toolbox course on Coursera

08/2020   see credential

Certificate of Achievement eighteenth place in The 2019 Alexandria University Collegiate Programming Contest October 17 2019

08/2019   see credential

Certificate of Achievement one hundred and forty two place in The 2019 Egyptian Collegiate Programming Contest October 26 2019

08/2020   see credential