

Mohamed Foula

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STUDIES

Faculty of Science , Alexandria University

November 2018 — June 2022 (expected)

Undergraduate

- Level 2
- Total GPA: 3.71
- studied: computer programming with GPA: 4, object oriented programming with GPA: 4, data structures with GPA: 4, discrete mathematics with GPA: 3.33, theory of computation with GPA: 4, software engineering with GPA 4, software verification and analysis with GPA 3.667, game programming with GPA 3.66, multimedia systems with GPA 4 and currently web software engineering, sound engineering and software requirement analysis.

EDUCATION

Object Oriented Programming

January 2019 — June 2019

Faculty of Science

• Studied OOP in java, JavaFX and simple database in Java

Mark : 98% GPA : 4

Data Structure

October 2019 — January 2020

Faculty of Science

Studied Data Structures (Including Linked Lists, Stack, Queue, Tree, BST, AVL Tree)

Mark : 98% GPA : 4

Software Engineering

January 2019 — June 2019

Faculty of Science

Studied the basics of software engineering , software development life cycle and software process models.

Mark : 97% GPA : 4

Software verification and analysis

October 2019 — January 2020

Faculty of Science

Studied Software automated and manual testing, test driven development (TDD), White box & Black box testing,

testing principles.

Mark : 85% GPA : 3.667

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Algorithms

Faculty of Science

Studied algorithms analysis and algorithms design, and some of the most popular algorithms approaches such as:

Divide and conquer, graphs, dynamic programming and greedy techniques

QUALIFICATIONS

- Certificate of Achievement eighteenth place in The 2019 Alexandria University
 Collegiate Programming Contest October 17 2019
- Certificate of Achievement one hundred and forty two place in The 2019 Egyptian
 Collegiate Programming Contest October 26 2019
- Certificate of Achievement Appreciation of participating in web development track as a member in April / May 2019

SKILLS

Java, C++, Flutter, Dart, Python, SQL, JavaFX, HTML, CSS, Javascript.

OBJECTIVE

Seeking a position as a software engineer where extensive experience will be further developed.

INTERESTS

Music, Self Learning, Problem Solving, Playing Games,

REFERENCES

Prof. Yasser Fouad

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