



# MOHAMED AMR MAHDY

## Full Stack Developer

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## CAREER OBJECTIVE

A fresh graduate pursuing a career as a Full Stack Developer while started my own projects to learn various programming technologies. My main objective is to find a challenging role in a reputable organization to utilize my skills for the growth of the organization as well as to enhance my knowledge about new and emerging trends in the programming technologies.

## GRADUATION PROJECT

### Krisp

2020

Top Notch Movie Recommendations

The project uses big-data techniques of predictive analytics, user ratings analytics to suggest the suitable movie for the user to watch depends on user-based collaborative filtering algorithm. The method identifies users that have similar interest to the already user defined ratings and estimate the desired rating to be the weighted average of the ratings of these similar user interests.

My Main Role was to develop the User Interface and connect API implementations for the users to view movies, rate them and show the movie suggestions. Moreover, implementing validation, verifications using authentication with bearer tokens

**Project Link:**

- 🐙 <https://github.com/MohamedAmrMahdy/Krisp>

**Technologies used:**

Amazon AWS Spark Apache Sqoop .Net Core Microsoft SQL Server Vue.js Python NGINX Hortonworks

## COLLAGE PROJECTS

### Gym System

2018

Web Front-End Development

This project is a gym management system where user can get overview analysis of his running gym showing check-ins, earnings daily and control customers subscription with adding, removing or extending it and checking in customers over the system based on their subscriptions. My main role was to build up the whole user interface using Vue.js and Vuetify based on back end data over .net core api and Microsoft SQL Server.

**Project Link:**

- 🐙 <https://github.com/MohamedAmrMahdy/Gym-System>

**Technologies used:**

Vue.js Vuetify .NET Core Microsoft SQL Server

### Sudoku Solving/Checking

2017

Console Application

C console application to solve sudoku using backtracking algorithm and a checker to validate sudoku for main sudoku rules using Multi-Threading.

**Project Link:**

- 🐙 <https://github.com/MohamedAmrMahdy/Sudoku>

**Technologies used:**

C Linux

## PRE-GRADUATE PROJECTS

### JumpNCRack Game

2019

Game Development

JumpNCRack is a 2D game developed over Unity3D game engine. The main idea from the game is to move a ninja blade in sky to cut fruits and dodge obstacles

**Project Link:**

- 🐙 <https://github.com/MohamedAmrMahdy/JumbNCRack>

**Technologies used:**

C# Unity3D

## BlueBot

Web Back-End Development

I have started my development and media life with volunteering in starting a media channel for covering gaming news and reviews and leading a team of +10 volunteer and my main role was covering designs needs like branding & templates for the team to use and technical setups like building the website and hosting it.

One of the main achievements for this project was to learn Node.js/Firebase for creating a discord bot and the first move toward finding my skills over leading, problem solving, technical skills

### Project Link:

- <https://github.com/MohamedAmrMahdy/BlueBot>

### Technologies used:

Heroku server Trello Javascript ES6 Node.js Firebase Github

## Youtube Music

Cross-Platform Desktop Development

One of the main achievements for this project was to learn Vue.js/Vuetify/Electron for creating a windows application to play YouTube videos as audio only like music player.

### Project Link:

- <https://github.com/MohamedAmrMahdy/youtube-music>

### Technologies used:

Vue.js Vuetify Electron

## VOLUNTEERING EXPERIENCE

### Founder / CEO

Nano Gaming

2013 - Present

I have started my development and media life with volunteering in starting a media channel for covering gaming news and reviews and leading a team of +10 volunteer and my main role was covering designs needs like branding & templates for the team to use and technical setups like building the website and hosting it.

### Social Links:

- <https://nanogaming.net/>
- <https://www.facebook.com/NanoGamingME>
- <https://www.youtube.com/NanoGamingME>

### Technologies used:

Trello Wordpress HTML/SASS Node.js Firebase Web Server Sony Vegas Adobe Photoshop Adobe After Effects

### Founder / Game Developer

Arab Universe RP

2018 - Present

Arab Universe RP is a gamemode developed by me over FiveM framework which uses Grand Theft Auto V game as an assets to achieve player connection over user based servers and let developers use LUA/C#/Javascript to develop gamemodes over GTA V. and The RP stands for Role Playing where players act like real world roles Mechanic/Medic/Police/Thieves.

My main role was to develop the whole system architecture offering +2000 hours of development and testing to achieve player gameplay ideas. After publishing the server for the community the main role was to maintain the server finding bugs and solving present issue and profiling FPS to reach best performance over players computers and implement new ideas (reached +400 resources each resource serves an idea) while leading the team to serve +3,000 players.

### Social Links:

- <http://arabuniverse.net/>
- <https://discord.gg/HMC2fBG>

### Technologies used:

LUA HTML/CSS JQuery Bootstrap FiveM Framework ESX Framework Dedicated Server MYSQL Node.js Wiki.js SQLBackupAndFTP

## SKILLS

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### PROGRAMMING SKILLS

#### Languages

JavaScript HTML/CSS LUA C# Java

#### Tools / library / Framework

Node.js Express Socket.IO Vue Electron Vuetify React React Native Unity 2D/3D

#### Database

MYSQL Firebase Realtime Database MongoDB PostgreSQL

#### Others Knowledge

C Python Git DevOps Agile Sketch WordPress Web Server Dedicated Server Photoshop/AfterEffect/SonyVegas

### INTERPERSONAL SKILLS

Problem-Solving  
Multitasking  
Creativity  
Good Team Player  
Time Management  
Volunteering  
Leadership

## EDUCATION

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### Faculty of Computer and Artificial Intelligence Helwan University

BSc in Information Systems / Computer Science [GPA 2.72]

Helwan, Cairo, Egypt

2017 - 2020

### Manarat Al-Farouk International School (IGCSE)

High School

Al Tagamoa Al Awal, Cairo, Egypt

2014 - 2016

### Cairo Manara Language School

Prep. School

Nasr City, Cairo, Egypt

2011 - 2013

## CERTIFICATES

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### React Development Cross-Skilling

Udacity - FWD Egypt

<https://graduation.udacity.com/confirm/4LPRHURD>

2022

### Advanced Web Development

Udacity - FWD Egypt

<https://confirm.udacity.com/KMULE354>

2021

### Full Stack Developer Track

Udacity - 1 Million Arab Coders Initiative

<https://mohamedammahdy.github.io/fullstackcert.pdf>

2018

### C# Unity Game Development 2D

Udemy - 57 Hours

<https://www.udemy.com/certificate/UC~J05Q8YVD/>

2018

## LANGUAGE

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Arabic (Native)

English (Advanced)