# MOHAMED ASEM

## FRONT-END DEVELOPER

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#### SUMMARY

Computer science graduate skilled in front-end web development (React) and android app development. Passionate about creating interactive and user-friendly websites with a focus on clean design and efficient functionality. Strong foundation in JavaScript, HTML, CSS and ability to make effective solutions.

#### WORK EXPERIENCE

- Jun 2025 Present • Training (Trainee) – DEPI (Digital Egypt Pioneers Initiative | Front-End using React)
- Gained experience in building web applications using React.js.
- Learned UI/UX design principles and applied them in developing responsive user interfaces.
- Worked with modern JavaScript frameworks and libraries including Bootstrap and Tailwind CSS to create dynamic, mobile-friendly layouts.
- Strengthened skills in Html ,Css ,Js and best practices in front-end coding.
  - Summer Training (Trainee) ITI (Information Technology Institute | Android **Development using Kotlin)**

July 2024 - Aug 2024

- Learned Android fundamentals and Kotlin syntax.
- Designed app UI structure, and built mini-projects.
- Worked on Android app design as a front-end.
- Collaborated with a team of trainees to develop a recipe app.

## TECHNICAL SKILLS

· Html/CSS · Java Kotlin Javascript · Git/Github · React Unity

Bootstrap

#### **PROJECTS**

 Bondi Sep 2025

- Designed and developed a responsive landing-page using Bootstrap 5.
- Used grid system, text styling and more to give a modern look.
- Implemented reusable components (navigation bar, cards, footer) to ensure consistent UI.
- Built a smooth dropdown for small devices.
- Technologies: Html, Css, Js, Bootstrap5.

 Portfolio Aug 2025 - Sep 2025

- Built a responsive personal portfolio website to showcase projects and skills.
- Designed an interactive UI with smooth scrolling.
- Each project provided with details and features in projects section.
- Technologies: Html, Css, Js, Bootstrap5
- MÖNAC Aug 2025 - Sep 2025
- Developed an interactive webpage.
- Implemented dynamic theme switcher to toggle between dark and light mode.
- Used multiple layouts, icons and effects (Grid, Hover).
- Technologies: Html, Css, Js

· RideOrCrash Game

April 2025 - May 2025

- Team leader for a game project using Unity.
- Built gameplay mechanics, player controls, environment.
- Designed a professional UI to attract players.
- Designed smooth layout to offer menus like Start, Options, etc.
- Technologies: Unity Engine, C#

· Recipe App

July 2024 - Aug 2024

- Participated in team project as a front-end.
- Built layouts using XML in Android Studio.
- Focused on responsive design and visuals like Recycler view and Fragments.
- Technologies : Android studio, XML, Kotlin

## **EDUCATION**

• Faculty of Science, Alexandria University

• Bachelor of Science in Software Industry and Multimedia (SIM)

Oct 2021 - July 2025

• GPA: 3.1086 (Very Good)

#### **LANGUAGES**

Arabic : NativeEnglish : B1