

MOHANED ADEL



FRONTEND WEB DEVELOPER

ADDRESS: Alexandria, Egypt

DATE OF BIRTH: 20 / 07 / 1996

PORTFOLIO: mohanedadel.me

MILITARY STATUS: Completed

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A self-motivated, hardworking, and fast-learner engineer looking for a software development opportunity to get hands-on-experiences and apply my skills in a productive field of work. I have a passion for building Dynamic and Responsive web applications using React. To grow my skills, I focus on building single page applications using modern web technologies such as (HTML, CSS, JavaScript, React, Bootstrap, SASS, and Gulp).

EDUCATION

JUN 2020

ELECTRONICS AND COMMUNICATIONS, FACULTY OF ENGINEERING, ALEXANDRIA UNIVERSITY.

Bachelor's degree in software development where we focused on creating and building Embedded Systems applications using programming languages such as (C and Python). Soft skills we focused on solving modern problems, Brainstorming, working under pressure, working with teams, and having deadlines.

EXPERIENCE

TECHNICAL SUPPORT ENGINEER, EGYPTIAN ARMED FORCES

JUN 2021 – JUN 2022

I was responsible for:

- Troubleshooting and problem solving of the indoor and outdoor local area networks.
- Installation of Data Center Equipment (Routers, Switches, and Servers).
- Supervising the main network across military air bases.

FRONT-END NANODEGREE PROGRAM, UDACITY

MAY 2018 – AUG 2018

In these 4 months nanodegree we learned the unique skills to build and develop a variety of construct responsive websites and applications using CSS, Flexbox, Grid, JavaScript, and HTML. We learned advanced JavaScript, (ES6+) and Asynchronous. Using React components to build interactive, dynamic web applications.

INTERN, TELECOM EGYPT

JUN 2017 – AUG 2017

In this intern we took a closer look at the infrastructure of the World Wide Web and the transfer protocols such as (TCP / IP / HTTP / HTTPS). And the definition of (URL's, Domains, and Web Hosting).

SKILLS

- Experience of using HTML5, CSS3 and JavaScript to develop interactive websites and UI applications
- Good understanding of JavaScript (Higher order, Callback functions, promises and closures) and the DOM to dictate page content, interactions and working with Browser Events.
- Good understanding of JavaScript (ES6+) and OOP.
- Good knowledge in Jest unit testing.
- Good understanding of Web APIs and Asynchronous Applications
- Knowledge with software development practices, code reviews and testing.
- Comfortable with writing, editing, and maintaining tests.
- Experience with React and Redux
- Experience with Bootstrap 5
- Experience with SASS and GulpJs
- Experience with NPM and Git
- Knowledge of RESTful API.

LANGUAGES

- Arabic (Native)
- English (Excellent Level)

PROJECTS

PERSONAL PORTFOLIO, (HTML, CSS, JAVASCRIPT, REACT)

Live Demo: mohanedadel.me

GitHub Link: <https://github.com/Mohaned-Adel/mohaned-adel>

FIGHTING GAME, (HTML, CSS, JAVASCRIPT)

Live Demo: <https://mohaned-fighting-game.netlify.app/>

GitHub Link: <https://github.com/Mohaned-Adel/fighting-game>

Description: This is a JavaScript Practicing Project By using javascript latest features and oop classes to build the game. In order to play the game properly you need a keyboard to move the characters, Just Click on the Live Demo Link and enjoy

REACT TEMPLATE, (REACT, JAVASCRIPT, HTML, CSS)

Live Demo: <https://mohaned-portfolio-react.netlify.app/>

GitHub Link: <https://github.com/Mohaned-Adel/React-Portfolio>

Description: This is another personal project from my series **Slicing React PSDs into responsive UIs** projects. It was practicing on (React and JavaScript).

MY READS, (REACT, JAVASCRIPT)

live Demo: <https://mohaned-myreads-react.netlify.app/>

GitHub Link: <https://github.com/Mohaned-Adel/fend-myreads-react>

Description: A bookshelf app that allows a user to select and categorize books as currently reading, want to read, or have read. The project emphasizes using React to build the application and provides an API server and client library that are used to persist information as the user interacts with the application.

MEMORY GAME, (JAVASCRIPT, HTML, CSS)

Live Demo: <https://mohaned-memorycard-game.netlify.app/>

GitHub Link: <https://github.com/Mohaned-Adel/fend-memory-game>

description: This is a Memory game project from Udacity Front-End Nanodegree program, this game is very simple and fun, you can read the Rules to know how to play it, I hope you enjoy it.

SOFTSKILLS

- Good communication skills.
- Good problem-solving skills.
- Can work in a team or independent.
- Learn from mistakes and share lessons learned from previous projects.
- Good listener, listen and ask questions to understand the project needs.
- Ability to work efficiently under pressure with no compromise on quality of deliverables.