Mohamed Hamed
github.com/Moomed-Hamed

Summary

Backend programmer interested in remote full-time software engineering position. Experience writing performant low-level code and working on small teams.

Hard Skills

· Highly proficient in C/C++
· Experience with OpenGL & GLSL
· Experience writing tools for games
· Experience with vector and 3D math(s)
· Experience writing networked applications
· Native speaker, reader, and writer of Arabic (i'm fluent in english, too)

Experience

Software Engineer at Wazo AI   2019 - Present
· Developed and tested backend features for rtsp camera systems
· Wrote and maintained a front-end GUI application for Windows & Linux

Personal Projects

Voxel Game (C/C++)
· Minecraft-like game with procedurally generated terrain
· Cellular automata simulation
· Custom audio/graphics engines
· Multiplayer functionality

Game File Converter (C/C++)
· Extract vertex & animation data from wavefront and collada files
· Extract audio data from WAV files
· Save data in text or binary formats

Education

University of Akron   Graduating in 2022
· Computer Science/Mathematics