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Education

Bachelor of Software Engineering, Engineering Internship Program

September 2020 - May 2025

McGill University, Montreal, QC

Relevant Coursework: Algorithms and Data Structures, Programming Languages and Paradigms, Computer Organization, Model-Based Programming, Software Requirements Engineering, Operating Systems

Technical Skills

Programming Languages: C, C#, C++, Python, Java, JavaScript, HTML, CSS, Ocaml, ARM Assembly, Arduino Uno, Bash, VHDL

Technologies/Frameworks: Vue.js, Git, GitLab, GitHub, Gherkin, Spring, Visual Studio, VS Code, Eclipse, CodeBlocks, Android Studio, Agile, Bootstrap, Heroku, PostgreSQL, Unity JIRA, Bitbucket, Web Development, Game Development, Functional Programming, OOP

Experience

Game Developer Intern

July 2022 – September 2022

Nahdet Misr Publishing Group, Cairo, Egypt

- Contributed to developing an app called 'Rehlatie' created with **Unity3D** game engine using **C#**.
- Designed and added 2 entirely new screens to the app using **uGUI**.
- Recreated one screen design using **UI Toolkit**.
- Fixed app bugs related to **API** calls, calendar implementation, navigation system, UI design, and localized strings.

Projects

Email Writer [GitHub Link](#)

May 2023 - Present

- Implemented an interactive AI chatbot for writing emails utilizing **OpenAI's** GPT-3.5-turbo model.
- Designed a server-side application using **Node.js**, enabling secure handling of **API** requests and responses between the front-end and **OpenAI's** API.
- Crafted a user-friendly front-end interface for the chatbot using **HTML**, **CSS**, and **JavaScript**.

Portfolio Website [Link](#)

January 2022 – Present

- Created a responsive, appealing, and interactive website to represent my work, skills, and experience.
- Developed the website using **HTML**, **CSS**, **JavaScript**, and **Bootstrap**.

MiniOS [GitHub Link](#)

January 2023 - April 2023

- Developed an operating system simulation using **C programming language** in a **Linux** environment.
- Implemented file system interactions, script execution, multithreading, and background execution capabilities.
- Designed **5** different scheduling policies for concurrent program execution.
- Incorporated a **demand paging** memory management strategy using **LRU** (Least Recently Used) technique.

Grocery Store System [GitHub Link](#)

January 2022 - April 2022

- Created an interactive website and an android application using the **Agile** approach and **GitHub** for Version Control in a team.
- Developed the system using **Java** using **SpringBoot** as a framework, designed the website using **HTML**, **CSS**, **JavaScript**, **Bootstrap**, and **Vue.js**, and used **Heroku** as a cloud platform to run our website.
- Built an Android App using **Android Studio**, and linked a **PostgreSQL** database to both our website and Android App.

Competitions

McGameJam 2023 (Won Best Theme Integration) [itch.io Link](#)

January 2023

- Built an AI-integrated game about a Rat moving in the desert.
- Developed the character's movement and interaction with other objects.

McGill CodeJam 12 [devpost Link](#)

November 2022

- Built a CV Generator mobile app using **Java**, **Android Studio**, **HTML**, and **CSS**.
- Developed controller methods that take users' information and convert it into an **HTML** webpage.

RoboGames (1st Place)

October 2018 – November 2018

- Developed a robot in a team of four that detects the fire in one of four randomly placed rooms and put it out.
- Managed the software part using **Arduino Uno** and participated in the hardware implementation.