MOSTAFA MOHAMED

Data Scientist

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OBJECTIVE

Motivated data science student at Helwan University, skilled in machine learning, data analysis, and statistical modeling. Proficient in Python, Pandas, NumPy, Scikit-learn, Matplotlib, and Seaborn. Seeking an internship or entry-level opportunity to apply these skills on real-world datasets, contribute to meaningful projects, and grow as a data professional within a dynamic team environment.

WORK EXPERIENCE

DATA SCIENTIST

Data Science Intern – Digital Egypt Pioneers

June 2025 - Present

- Engaged in training on data analysis, visualization, and machine learning as part of a national initiative by the Ministry of Communications and Information Technology (MCIT).
- Contributing to collaborative projects applying Python, Pandas, NumPy, and SQL to real-world datasets.
- Developing skills in data cleaning, exploratory data analysis (EDA), and visualization tools such as Power BI and Matplotlib in preparation for the final project.

EDUCATION

University

2023 – Present

Helwan University – Faculty of Computer Science and Artificial Intelligence, Cairo

SOFT SKILLS

- Problem-solving skills
- Organization and time management skills

TECHNICAL SKILLS

- Python
- SQL
- Java

PROJECTS

Chess game

August 2024 — Present

- Developed a fully functional two-player chess game using Python and Tkinter.
- Implemented all standard chess rules, including legal move validation, check/checkmate detection, and turn-based logic.
- Designed a user-friendly graphical interface with dynamic board updates and piece movement.
- Focused on clean UI design and solid event handling to provide an interactive 1v1 experience.

Snake game

September 2024 — July 2025

- Created a classic Snake game using Python and Tkinter, featuring smooth movement, collision detection, and dynamic scoring.
- Designed a grid-based interface where the snake grows upon eating food and the game ends upon hitting walls or itself.
- Focused on clean game loop logic, real-time key input handling, and simple but engaging gameplay mechanics.