

MOHAMED RASHED

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Summary

Software developer with experience in building all types of applications including but not limited to desktop tools, websites, mobile apps and video games. Passionate about learning new technologies and creating apps to solve problems.

Education

Cairo University

2023 - Present

Computer Science (Current GPA: 3)

Giza, Egypt

- **Coursework:** CS251: Software Engineering, CS213: Object Oriented Programming

Datacamp

Jan 2025

Data Science

- **Coursework:** Fundamentals of SQL

Harvard

Oct 2023 - Mar 2024

Computer Science

- **Coursework:** CS50: Introduction to computer science

Projects (Software Development)

Gama Glam

- Built a lightweight desktop image editor supporting filter application and basic enhancements across multiple image formats.
- Designed and implemented an intuitive Qt-based GUI with real-time preview functionality.

Vole Machine Simulator

- Created a simulator that visualizes low-level CPU-memory interactions to aid in understanding computer architecture.
- Developed the GUI with Qt to represent instruction execution, memory registers, and CPU cycles clearly.

College Management system

- Developed a full-featured management system for college administrators to manage students, attendance, grades, and news.
- Implemented role-based access for admins and students, along with a GUI using Tkinter and database integration with SQLite.

Budgeting App Cero

- Developed a personal finance management application enabling users to track income and expenses through categorized entries and visual summaries.
- Implemented data persistence and custom GUI

Pharmacy Point of Sales

- Developed a POS application tailored for pharmacies, supporting both offline and online modes.
- Integrated Firebase Firestore for cloud synchronization and SQLite for local storage, enabling smooth operation during internet outages.
- Implemented conflict resolution logic to handle unsynced transactions and stock inconsistencies.
- Used Docker for containerized deployment and testing.
- The system includes features such as sales tracking, and real-time stock updates across devices.

Library Website

- Built a responsive web application where users can browse, search, and borrow books, while admins can add, remove, or update listings.
- Emphasized intuitive UI/UX and basic authentication features for different user roles.

Portfolio

- Developed a portfolio website to showcase my skills, experience, and top projects.
- The site allows visitors to learn more about me, explore featured projects with detailed descriptions, and get in touch via a contact form.
- Integrated Django for backend functionality, enabling admin-level control to add, update, or remove projects and skills through a custom interface.

Fast Paced Parkour Game

- Designed and developed a dynamic 3D parkour game in Unity.
- Modeled original assets and animations in Blender, and programmed game mechanics such as wall-running, speed boosts, and obstacle interaction to enhance gameplay intensity.

Technical Skills

- **Languages:** C++, C#, Java, Python, JavaScript, HTML, CSS, Dart
- **Frameworks/Libraries:** Qt, JavaFX, SwingUI, Tkinter, Django, Pandas, Numpy, Flutter, React
- **Databases:** SQLite, MySQL, Microsoft SQL Server, Firebase Firestore, mongoDB
- **Tools & Platforms:** Git, Docker, Firebase, Excel, Adobe Premiere, Photoshop, Agile
- **Soft Skills:** Strong communication, Willing to learn, Effective at project management
- **Interests:** Game development, video editing, problem-solving, building real-world applications, continuously learning and refining both technical and creative skills

Language

- Arabic (Native)
- English (Fluent)