MUHAMMED MAHROUS

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OBJECTIVE

Aspiring Software Engineer with experience and strong foundation in computer science, programming, and problem-solving. Seeking entry-level position to leverage skills in software development, gain hands-on experience, and contribute to innovative projects. Committed to continuous learning and passionate about developing efficient and scalable software solutions.

EDUCATION

Bachelor of Computer Science, Cairo University

Expected 2024

Relevant Coursework: Software Engineering, System Design and Analysis, OOP, Data Structures, Algorithms, and Database Systems.

SKILLS

Technical Skills Soft Skills Additional Skills React Native, Redux Toolkit, Expo, JavaScript, TypeScript, React, Material-UI Critical Thinking, Problem Solving, Teamwork, Working Under Pressure Push Notifications, Google Maps, Linux, GitHub, Git, Java, C, C++

EXPERIENCE

Mobile Engineer

IN-hand Multivendor Shop

Aug 2023 - Feb 2024

Freelance

- Developed customizable mobile application for multivendor shopping using React Native, resulting in 20% increase in customer engagement.
 - Implemented delivery feature that reduced product delivery times by 30%, significantly enhancing customer experience.
 - Created seller feature enabling individuals to list and sell wide range of products, leading to 15% growth in seller registrations.
 - Integrated notifications feature to keep users informed of important updates and order statuses, improving user retention by 25%.
 - Incorporated animations to enhance overall user interface and create more engaging user experience.

PROJECTS

- Cuppa Cart Built cross-platform e-commerce application using React Native. Coffee ordering mobile application provides seamless user experience and includes Face ID security features for authentication. Enhanced UX by adding animations and haptic feedback. (Try it here)
- Science Hub Created positive and open communication platform for students within Faculty of Science, enhanced with clear and actionable user stories in mind, ensuring app effectively fulfills purpose. (Try it here)
- MovieApp Ultimate movie companion app, planned to cater to all movie-related needs. Whether casual moviegoer or die-hard film enthusiast, MovieMingle enhances cinematic experience. (Try it here)
- Learning Management System (LMS) Developed to streamline and enhance learning experience for both students and educators. Developed as graduation project for students in Mathematics department at Faculty of Science, Cairo University.

- Carpool Built web application using React.js, MongoDB, Express, and Node.js. Developed car rental website using MERN stack, achieving several notable accomplishments. Boasts modern and user-friendly interface, making it easy for customers to find and rent cars. Created to be intuitive and responsive, ensuring accessibility on various devices and screen sizes.
- Catch The Flag Developed game using OpenGL framework in Java and achieved impressive milestones. Implemented multiplayer functionality, allowing multiple players to compete in real-time. Designed intelligent AI system, providing challenging opponent for solo players. (Try it here)