

# Ahmed Gamal

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## EDUCATION

**HELWAN UNIVERSITY**  
**B.S IN COMPUTER SCIENCE**  
July 2015 | Helwan, Giza  
Major GPA: 3.1 / 4.0

## LINKS

Github:// **Neno0o**  
LinkedIn:// **Ahmed Gamal**  
Twitter:// **@Neno0o7**  
HackerRank:// **Neno0o**

## SKILLS

### TECHNICAL

Java • C/C++ • PHP • Javascript  
Swift • MySQL • Oracle  
Ruby on Rails • NodeJS • Git  
Linux • Android • iOS

### LANGUAGES

English • Arabic

## AWARDS

### INTEL SCIENCE (IBTIECAR)

Awarded silver medal and cash prize for building social network on mobile using AR technology.

### GW2 APP CONTEST

Second place out of 33 apps.  
My app got over 500 downloads in first two days on Overwolf store.

### HACK4INAR HACKATHON

Built mobile app that helps patients to find and contact local doctors, qualified to pitch the idea to investors.

## COURSEWORK

### UNDERGRADUATE

Object Oriented Programming  
Data structures and Algorithms  
Operating Systems  
Databases  
Software Engineering  
Networks  
Artificial Intelligence  
Compilers  
Parallel Programming  
Computer Graphics  
Computer Architecture

## EXPERIENCE

### OZ LABS | SOFTWARE ENGINEER INTERN

February 2015 – May 2015 | Giza, Egypt

- Worked with iOS team on Point of Sale application, prepared POS for App store for launch through both native code Objective-C/Swift and web/server code in PHP/JS.
- Designed Oracle database. Also, implemented REST API.
- Implemented data synchronization mechanism that keeps local and server data in sync.

### BUDUCLOUD | SOFTWARE ENGINEER INTERN

October 2014 – January 2015 | Giza, Egypt

- Launched Rakna, cross platform parking app using Ionic framework and Implemented REST API.
- Designed and implemented a new abstraction for keeping Android/iOS WebViews up to date with user interactions.

## COURSE PROJECTS

### ALIVE | ANDROID | PHP

Dec 2014 – June 2015

- Sponsored and funded by Intel for CS senior projects and winning second place in IbTIECar out of 87 projects.
- Implemented Alive, augmented reality social network around tangible objects, allowing users to interact on real world objects with other users through augmented reality layer.

### SMARTMARKET | JAVA | OPENCV | PHP

Mar 2014 – May 2014

- Built Android app using object detection and in-door location awareness, allowing users to interact with every item in the market through their mobile phones.

## SIDE PROJECTS

### FROLIC | ANDROID

May 2015 - Present

- Published Android app on Google play with a 5.0 rating, allowing users to send greetings and wishes by combining a voice with a picture using javacv and ffmpeg.

### UBER SDK FOR ANDROID | ANDROID | API

August 2015

- Created and architected Uber SDK for Android, allowing developers to integrate Uber into their Android apps, contains all the functions of Uber APIs such as requesting a car, user profile and uber products.

### JIGUP | ANDROID

Dec 2014 - May 2015

- Implemented Android app using Parse cloud backend integrated with Spotify API, allowing users to share music with friends, check out friends are listening to and chat groups for sending music.