

# Ahmed Gamal

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## EDUCATION

### HELWAN UNIVERSITY

#### BS IN COMPUTER SCIENCE

Expected July 2015 | Helwan, Giza  
Major GPA: 3.0 / 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

## COURSEWORK

### UNDERGRADUATE

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

## AWARDS

### GW2 APP CONTEST

Second place out of 33 apps.  
My app got over 500 downloads in  
first 2 days in Overwolf store.

### HACK4INAR HACKATHON

Qualified to pitch my app  
to investors.

## EXPERIENCE

### OZ-LABS STARTUP | SOFTWARE ENGINEERING INTERN

October 2014 – May 2015 | Giza, Egypt

- Worked on iPad POS, created and designed Oracle database for POS system. Also, wrote PHP script to populate the database with test data.
- Built RESTful API, which allows our iPad application to interact with the backend.
- Created offline database on iPad for cashing using Swift.
- Implemented a user interface for cross platform parking app using Ionic framework and extended it to be responsive in all mobile platforms.

## COURSE PROJECTS

### ALIVE | ANDROID

Dec 2014 – Present

- 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 with other users on real world objects through augmented reality layer. Java - Vuforia SDK

### SMARTMARKET | ANDROID

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. Java - OpenCV

### GAME ENGINE | WEB

Oct 2014 - Dec 2014

- Built a game engine framework for designing games on web browser. HTML5 - Javascript

## 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.

### JIGUP | ANDROID

Dec 2014 - May 2015

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

### LIGHT TEXTVIEW | ANDROID

June 2015

- Published an open source library on Github and gradle, allowing developers to put a textview above other views.