Nour eldin Hesham Software Engineer

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in Nour Eldin Hesham

Nour-2003

PortFolio

Profile

A recent graduate from Ain Shams University with a degree in Computer and Information Sciences. I have a strong passion for software engineering and development, combining analytical thinking, technical proficiency, and collaboration skills—especially in front-end and Flutter development. I'm committed to solving complex problems and continuously advancing my expertise to build impactful, efficient, and user-centered software solutions.

Education

2021 - 2025/07

Faculty of Computer and Information Sciences, Ain Shams University Information Systems Department

CGPA: **3.623** Grade: **B**+

Projects

2025/06 - 2025/07

Mini Movie App ♂

A responsive web application built with Next.js 14 and Zustand for browsing and managing movies using the TMDb API. The app features real-time search with debounce, movie detail pages (including cast, director, and trailers), and persistent favorites using localStorage. Optimized with lazy loading, Framer Motion animations, and full TypeScript support for type safety and performance.

2025/01 - 2025/04

NileLingo ☑

Graduation Project

Developed a bilingual mobile app that translates between English and Egyptian Arabic with support for voice input, audio recording, and text translation. Implemented user authentication, real-time translation, and a bookmarking system. Focused on cultural relevance by enabling users to record/upload audio and save personalized translations

2025/02 - 2025/03

E-commerce App 🖸

Orange Digital Hub Project

Developed a modern, responsive e-commerce app using Flutter, featuring secure authentication, advanced search, shopping cart management, and dark mode. Integrated Firebase for real-time data synchronization and utilized Cubit for state management. Enhanced user experience with custom animations, Lottie files, and local notifications. Designed a seamless UI/UX with personalized features like calendar-based birthdate selection and order feedback.

2024/11 - 2024/12

Recipvy 🛮

Developed a user-friendly website for planning and creating recipes as part of the HCI course. Built the frontend using Angular, ensuring an intuitive and responsive interface for seamless recipe management. Collaborated with a NodeJS backend to deliver a robust and interactive platform for culinary enthusiasts. Focused on usability and accessibility to enhance the overall user experience

Gameball Internship Project

2024/08 - 2024/09

Game Store 🛮

ITI Graduation Project

A dynamic web application built using the powerful MEAN stack (MongoDB, Express.js, Angular, and Node.js). Our platform provides a seamless experience for gamers, offering a comprehensive range of functionalities designed to enhance your shopping experience.

2024/02 - 2024/05

ChatSphere 🛮

College Web Project

ChatSphere is a real-time chat app with friend requests, private/group chats, and multimedia messaging. Built with ReactJS, BootStrap, MongoDB, and Node.js, it ensures secure communication via robust APIs and authentication filters. Experience modern chat functionality with ChatSphere

Skills

Technical Skills:

- Frontend: HTML, CSS,
- Frameworks: Bootstrap, Flutter, React, Angular
- Programming Languages: C++, C#, Java, JavaScript, Dart ,TypeScript
- Object-Oriented Programming (OOP)
- Design Patterns
- Data Structures and Algorithms
- Version Control: GitHub

Soft Skills

- Leadership and Communication
- Teamwork and Collaboration
- Problem Solving

Languages

• Arabic

• English

Certificates

- Flutter ODC Course 🖸
- Full Stack GameBall Summer Training
- Intro To software Testing □
- ITI Mean Stack Intern 🛮

Volunteering and Extracurricular activities

2024/11 – present Open Source Community ASU ☑

Cairo, Egypt Technical Vice President

2023/11 - 2024/10 **Open Source Community ASU** ☑

Cairo, Egypt Flutter Member

2022/11 - 2023/10 **Open Source Community ASU** ☑

Cairo, Egypt Web Member

2022/11 – 2023/10 **RoboTech ASU** Cairo, Egypt *HR Vice Head*