

OMAR ABD EL MUTALEB

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SKILLS

- **Backend:** JAVA | Spring MVC | NodeJS | ExpressJS | RESTful APIs | AJAX | NoSQL | MySQL
- **Frontend:** ReactJS | Redux | NextJS | Bootstrap | Material-UI | HTML5 | CSS3 | SASS | Tailwind CSS
- **Game Development:** JavaScript 2D Game Development | CanvasJS | OOP Principles | C++
- **Version Control:** Git | Github

PROJECTS

Fiverr Clone (NodeJS, ExpressJS, ReactJS, MongoDB) (Full Stack Web Application)

- Implemented user registration, authentication, and authorization functionalities, ensuring secure access and user privacy. Applied industry-standard encryption techniques and implemented robust validation mechanisms to protect user data.
- Leveraged MongoDB to create a scalable and efficient database structure with capability to handle up to 10,000 concurrent requests. Designed data models and implemented database queries and indexing strategies for optimal performance and scalability.
- Incorporated payment gateway integration, enabling secure and seamless transactions between users. Integrated Stripe as the payment processing platform, to facilitate smooth and secure financial transactions on the platform.

Larva Hatchlings (JavaScript, CanvasJS, HTML, CSS) (2D - Game Development)

- Established an effective structured logic for collision detection and interaction between the obstacles, monsters and the player to sustain the fair gameplay.
- Implemented a physics engine using JavaScript that surpassed benchmarks by achieving 60fps to allow for realistic movement and collisions.
- Used mouse movement to control the player movement and the interplay between the enemies, barriers and different creatures against the player.
- Animated over 30 sprites to create a variety of movements, progression and regression indicators.

Samurai Combat (JavaScript, CanvasJS, HTML, CSS) (2D - Game Development)

- Created fighting game mechanics between 2 players, such as movement, attacks, and hit detection.
- Animated over 50 sprites to create a variety of movements and attacks.
- Developed a collision detection system that could determine when a character was hit by an attack.

EDUCATION

Faculty of Engineering Credit Hours System - Cairo University

September 2016 – July 2021

Bachelor of Engineering

Major in Electrical Energy Engineering (Overall Grade: Very Good)