Ahmed Mustafa

I'm seeking a challenging job opportunity under the supervision of a challenging organization whereby creative, innovative and analytical skills can be the best utilized and developed, and launching the career with such huge experience.

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EXPERIENCE

Emirates Auction, Dubai, UAE— *Senior Software Engineer*

April 2017- PRESENT

Nahdet Misr, Mohandessin, Cairo— *Senior Software Engineer*

Feb 2017- April 2017

LinkDev, Maadi, Cairo— *Senior Solution Developer*

Jan 2016- Jan 2017

LinkDev, Maadi, Cairo— *Solution Developer*

Oct 2013- Jan 2016

EDUCATION

ITI, Smart village branch, Giza, Egypt— *Game development Diploma*

Oct 2012 - July 2013

Game development track,

Information Technology Institute (ITI),

Ministry of communication and information technology (MCIT),

http://www.iti.gov.eg/Final/SD33%20PST/Game_Developer_Track_SD33.pdf

Shorouk Academy, Cairo— *B.Sc. of Computer Science*

Dec 2007 - July 2011

Department of computer and information,

EL–Shorouk Academy, (Higher Institute of Computing and Information Technology).

Accumulative Grade: Good

Graduation project: 3D social network

Project Grade: Excellent

LANGUAGES

- Arabic (Native)
- English (Excellent in both spoken and written)

PERSONAL INFO

- Birth: 11 / 23 / 1990
- Military status: Exempted.

INTERESTS

- Free diving
- Solving puzzles
- Drawing
- Reading
- Listening to music
- Searching and learning new stuff.

3D Social Network — *Detail*

Tools : XML, C++, Sockets, UML, OpenGL, OSG, PHP and MySQL

I was responsible for designing and implementing the parser between the website and the Application, and I was involved in the design of scenes ().

Chipi Fighter

Tools : Unity3D, C#

ProChef

Tools : Unity3D, C#

Augmented Vague — (Best android game in the GGJ 2014 ITI location)

Tools : Unity3D, Vuforia Augmented reality SDK, C#

Tracer TM — *Detail*

- A large enterprise application with Web, web services, and Windows interfaces that is used by the ISP LinkdotNET to handle all operations related to its customers. It is deployed on the company intranet. The core of Tracer TM was built on international standards in the ISP industry (eTOM). My tasks included: –
- Implemented the Order Fulfillment screens and layers for the new Conference Product – Modifying the AddSale and ChangeOrder processes to include offer catalogs – Implementing TDP (Transactional Document Production) as a sub-system used to send emails and SMS while being widely configurable to be invoked from a variety of applications within TracerTM – Modifying the DSLAM configuration section to include new types of DSLAMs – Technologies used include: ASP.NET 3.5, Telerik Web controls, and a DataTier
- code generator built in-house.

GHQ — *Detail*

- Tools: Visual Studio 2015, Web API, TFS, ASP.Net MVC, EF, SQL Server 2014.
- Participating in the project design and architecture process.
- Implement Web site and services for both the site and mobile apps.

CITC— *Detail*

- Tools: Visual Studio, TFS, SQL Server, Crystal Reports.
- Generating reports for the project using the Crystal Reports.

Technical Skills:

- **Fundamental Course List:**
  - Operating Systems Fundamentals
  - Linux & Mac OSX
  - Computer Networks Fundamentals
- **Programming Languages Course List:**
  - Data Structures and Algorithms
  - Programming Fundamentals using C Language
  - Object Oriented Programming Using C++
  - Visual C# .Net Using Framework 4.6.2
  - Language Integrated Query(LINQ) & Entity Framework 6.0
  - Python
- **Database System Course List:**
  - Database Fundamentals
  - Microsoft SQL Server 2014
- **Desktop + Web Development Course List:**
  - JavaScript & Dynamic HTML
  - JQuery
  - Angular Js
  - React Js
  - NodeJs
  - XML & Allied Technologies
  - ASP.NET 4.0+
  - MVC
  - SignalR
  - XML web Services
  - .Net Network Programming
  - Web API
  - java SE
  - Python
- **Game Development List:**
  - Introduction to Game Theory & Design
  - Mathematics & Physics for Game Development
  - Modeling & Graphics
  - Developing Games on Xbox using Kinect for Windows
  - Unity 3D Game Engine
  - HTML5 & JavaScript UI Toolkits
  - Social Computing & Web Gaming
- **Advanced Game Development List:**
  - Developing Games Using OpenGL
  - Developing Games using WebGL
  - Artificial Intelligence for Game Programming
  - Augmented Reality Programming
  - Game Production and Project Management

- Mobile & UI Development:
  - PhoneGap
  - Android Development.
  - IOS (Swift)
  - Cross platform mobile Game Development on (Android, iPhone, WP8)
- Analysis & Design Courses List:
  - UML
  - Agile Software Development
  - .Net Design Patterns
- IDEs:
  - Visual Studio, Eclipse, Netbeans, Unity 3D, Android Studio, XCode.
- Workflows:
  - Ultimus Business Process Management

Soft Skills:

- Highly communication and presentation skills.
- Problem solver.
- Innovative.
- Ability to work under pressure.
- Self-motivated, Self-studies, Accept deadlines
- Ability to work in groups or individually according to the jobs requirements.
- Quick learner, and passionate about learning new technologies.