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Codeforces

SUMMARY

I'm a third-year Information Technology student, currently studying web development. I have a background in game development and volunteered as a team leader for the MSP Game Dev Committee. I'm also a member of the IEEE Problem Solving Committee, and I earned an A grade for the past two years in college.

EDUCATION

Bachelor of Information Technology

6 October Technology University, Giza, Egypt

Nov 2022 - Jul 2026

Grade: A (85%)

PROJECTS

• 3D Shooter Game Using Unity

Mar 2024

Tools: Unity, Visual Studio, C#

- Solo project for college: designed, coded, and managed all aspects of a 3D shooter game.
- Built gameplay systems, enemy AI, and visual effects using Unity and C#.

• 2D Top-Down Game (Game Jam – 2nd Place Winner)

Oct 2023

Tools: Unity, Visual Studio, C#

- Designed and developed a 2D top-down game for a game jam, winning 2nd place.
- Built the platform and coded all gameplay mechanics using Unity and C#.

• University Website

Sep 2023

Tools: HTML, CSS, SQL, PHP, VS Code, phpMyAdmin, Git, GitHub

- Worked in a team to develop a university website.
- Designed and implemented the SQL database.
- Contributed to the front end using HTML and CSS.

TECHNICAL SKILLS

- **Languages:** C#, C++, JavaScript(nodeJs), HTML, CSS, SQL ,php
- **Developer Tools:** Visual Studio, VS Code,Unity
- **Others:** Linux, GitHub

VOLUNTEER EXPERIENCE

Microsoft Student Partner

Sep 2024 - May 2025

Team Leader – Game Committee

Ain Shams University

- Led and monitored game dev teams, reviewed assignments, and explained game development topics.
- Supported workshops by helping participants with coding issues and questions.

IEEE

Nov 2024 - May 2025

Member – Problem Solving Committee

Al-Azhar University

- Studied problem solving, time management, and competitive programming using C++.
- Learned to write optimized, high-performance code and practiced on platforms like Codeforces.

Microsoft Student Partner

Jan 2024 - Oct 2024

Member – Game Committee

Ain Shams University

- Learned the basics of game development using Unity and C#.
- Worked with the team on small interactive projects and gained hands-on experience.

LANGUAGES

- **Arabic:** Native
- **English:** B2