

OMAR HOSNY

SOFTWARE ENGINEER

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EDUCATION

Bachelor of Informatics and computer science
German International University, Egypt
Major: Software Engineering | **Minor:** Data Science

October 2021 - July 2025

SKILLS

Programming Languages: JavaScript, SQL, HTML, CSS, Dart, Java, Python, C++

Frameworks: Express.js, React.js, Node.js, Angular.js, Flutter, NestJs, Next.js

Database Management: SQL, NoSQL, MongoDB, PostgreSQL

Languages: Arabic (Native), English (Fluent), German (Beginner)

EXPERIENCE

Full Stack Engineer Intern, [CodeAlpha](#)

Winter 2024 (February – March)

- Spearheaded diverse web development tasks, bolstering proficiency in both front-end and back-end components.
- Implemented responsive design techniques to enhance user experience and accessibility.

PROJECTS

Help Desk Platform (2023): Leveraged the MERN stack to develop a comprehensive support and ticketing system, fostering seamless communication between support agents and users. Also provide a comprehensive knowledge base for quick problem resolution.

Car Showroom Website (2023): Engineered a dynamic website using Angular for the frontend and Node.js with MongoDB for the backend, facilitating a fancy and interactive platform for browsing and purchasing cars.

Cairo Metro System (2022): Designed and implemented a full-stack web application utilizing modern technologies such as Node.js, PostgreSQL, AJAX, and HTML, to improve the public transportation experience in Cairo.

Marvel Game (2022): Created an engaging Marvel-themed game using Java, offering players strategic battles and immersive gameplay. Implemented using Java with a focus on object-oriented programming principles and Java's GUI components to deliver an engaging gaming experience.

Super Mario Game (2022): Developed a Super Mario game in C++, demonstrating proficiency in object-oriented programming and optimized data structures. Dive into the Mushroom Kingdom, conquer challenging levels within a C++ console.