Ramez Ehab

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Education

Misr International University — Cairo, Egypt
Bachelor of Computer Science, Major in Artifical Intelligence. GPA: 3.4 — *Oct. 2021 – Jun. 2025*

New Ramses College — Cairo, Egypt
IGCSE, 99.4% — *Sep. 2009 – June 2021*

Experience

React Native Developer — Jun. 2025 – Present
Quantech (Saudi Arabia) — *Remote*

- Developed multiple cross-platform mobile applications with multi-interface support, optimized for performance and seamless user experience across iOS and Android.
- Integrated RESTful APIs and implemented efficient state management using **Zustand**, improving code maintainability and performance.
- Implemented **English & Arabic localization** with full **LTR and RTL support**, enhancing accessibility for international users.

Freelance Developer — Jul. 2024 – Present
Upwork & Direct Clients — *Remote*

Ambivio Bridge | Electron.js, Python, C++, Socket.io, Hugging Face

- Developed a cross-platform Electron.js desktop bridge for **Ambivio** (a German medical startup), enabling data extraction from intelligent on-hover screenshots to help doctors transition from legacy systems.
- Integrated a local GPU-accelerated **Moondream2** model (Hugging Face) via Python for privacy-preserving NLP, with automatic fallback to cloud inference when necessary.
- Implemented a custom, always-on-top floating widget with smooth animations, full-screen capture, window metadata extraction (**C++/Python**), and real-time communication via **Socket.io**.

HST Jumanji | React Native, TypeScript, Electron.js, React Viro, Mapbox, Socket.io

- Built a real-world 'Jumanji'-themed mobile and desktop app where teams scan QR codes to unlock and complete sequential quests, navigating to physical locations via a custom Mapbox map with live blue dot tracking.
- Created a final AR quest using **React Viro**, where scanning a specific image reveals an interactive AR cube containing the last clue.
- Implemented real-time team progress and health synchronization across devices using **Socket.io**, with an admin panel to manage quests, map overlays, and AR configurations.

HST Risk | React Native, Expo, Node.js, Express, MongoDB, Socket.io, Firebase

- Built a mobile strategy game inspired by **RISK**, where teams start with assigned countries and compete to earn the most in-game currency by completing real-life quests; admins allocate rewards manually through a dashboard interface.
- Integrated **Google Maps** and **Apple Maps** to display territories with dynamic color-coded overlays representing team ownership; wars are initiated by selecting enemy countries and resolving outcomes via real-world sports matches.
- Implemented real-time state sync with **Socket.io**, and used **Firebase Cloud Messaging** to send push notifications alerting defending teams to upcoming matches or disqualification risks.

Client Projects via Upwork | React, Firebase, Node.js, Electron.js

- Delivered cross-platform applications for clients in **Germany, Lebanon, Australia**, and **Pakistan**, tailored for mobile, web, and desktop platforms using technologies like React, Firebase, Node.js, and Electron.js.
- Developed production-ready apps that directly supported startups—such as helping **Ambivio** secure its first contract with a desktop tool, and building a marketing site that helped an Australian client attract more customers.
- Built long-term client relationships through iterative updates and professional communication, earning **5-star reviews**, repeat contracts, and **Top Rated** status on Upwork.

Freelance Training AI Models Oct. 2024 – Mar. 2025

Outlier AI, DataAnnotation *Remote*

- Evaluate and refine AI-generated code, technical responses, API calls as well as English & Arabic responses for large language models, enhancing accuracy and performance
- Develop challenging prompts to intentionally push AI models to failure, facilitating improvements in learning and problem-solving abilities

Charge Support Intern Jul. 2024 – Aug. 2024

Vodafone *Smart Village, 6th October City, Egypt*

- Gained a solid understanding of Ericsson's solutions for charging servers, including SDP and AIR components
- Participated in a mini hackathon event, collaborating with team members to develop innovative solutions
- Attended training sessions on work-life balance, personal branding, and transitioning from student to employee

Projects

Motion Lab | *React.js, Three.js, Python, Flask, MediaPipe, PyTorch, SQLite* Sep. 2024 – Jun. 2025

- Developed as my **graduation project**: a full-stack web app that extracts 3D motion from video (multi-person support) using MediaPipe for pose estimation and a PyTorch model for Z-coordinate recovery
- Supports customizable character creation and dynamic retargeting of extracted motion to user-defined 3D avatars
- Visualized both BVH and GLB animations in-browser using Three.js, with export options compatible with Blender, Maya, Unity and other animation tools
- Provides a budget-friendly, trackerless alternative for motion capture—ideal for animators and indie game developers

Virtual Mouse | *Python, Kivy, OpenCV, MediaPipe, TensorFlow, SQLite* May 2024 – Jun. 2024

- Created a virtual mouse system controlled by hand gestures, enabling movement, dragging, clicking, and scrolling
- Leveraged Kivy for UI, OpenCV with MediaPipe for hand-tracking and TensorFlow for gesture recognition

Bitcoin Price Prediction | *Random Forest, SVR, XGBoost, ARIMA, Prophet* May 2024 – Jun. 2024

- Built a time series prediction model for Bitcoin prices using multiple machine learning models
- Applied Random Forest, SVR, XGBoost, ARIMA, and Prophet for predictions

Activities & Interests

Writing

- Won 2nd place in the MIU English Short Story Competition 2023

Sports

- Member of Flicking Pharaohs, an Ultimate Frisbee team

Volunteering

- Active member of **Helio Sports Team** and **Focus Sports Camp 2023 & 2024** committees, consistently organizing sports camps for diverse age groups, ranging from **juniors (7th–9th grade) and youth (10th grade–university)** to **adults and families**.