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) — *Cairo, Egypt*

- Developed multiple cross-platform **React Native** applications with multi-interface support (**user, client, and admin portals**), optimized for performance and seamless user experience across iOS and Android.
- Integrated RESTful APIs and implemented efficient state management to ensure **smooth real-time data handling and synchronization** across devices.
- Implemented **English & Arabic localization** with full **LTR and RTL support**, enhancing accessibility for international users.

Freelance Developer — Sep. 2024 – Present
Upwork — *Remote*

- Built cross-platform desktop, mobile, and web applications for clients in **Germany, Lebanon, and Australia**, among others, using React, Firebase, Node.js, and Electron, optimizing for performance and device compatibility
- Delivered a cross-platform **Electron.js** desktop bridge app for **Ambivio, a German medical AI startup**, enabling window tracking, animated on-hover screenshots, and API processing via integrated C++ and Python modules
- Maintain long-term client relationships with **recurring projects and feature updates**, earning consistent **5-star reviews** and achieving **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

HST Jumanji | *React Native, TypeScript, Electron.js, React Viro, Mapbox* — Mar. 2025 – May 2025

- Built an immersive 'Jumanji' themed mobile and desktop app for Focus Sports Camp, where teams scan QR codes to unlock quests and navigate to real-world locations using Mapbox, with real-time progress updates via Socket.io
- Integrated a custom Mapbox overlay featuring a stylized Jumanji map, clickable quest icons per team, as well as separate AR clues using React Viro to guide final gameplay
- Developed an admin panel to manage teams, quests, AR and map configurations for customizable gameplay

Ambivio Bridge | *Electron.js, Python, C++, Socket.io, Hugging Face* — Mar. 2025 – Apr. 2025

- Developed a cross-platform Electron.js desktop bridge for **Ambivio**, enabling doctors to seamlessly migrate from legacy medical systems by extracting data from intelligent on-hover screenshots.
- Integrated a local GPU-accelerated Hugging Face model (Moondream2) via Python for **privacy-preserving processing**, with automatic fallback to Ambivio's API when local inference was unavailable.

- Implemented real-time two-way communication between the floating widget and browser using Socket.io, and integrated C++ & Python modules to capture full-window/desktop screenshots and retrieve active window metadata.
- Designed a **custom draggable, always-on-top floating widget** with smart mouse event handling to prevent workflow interruptions while enabling seamless data capture.

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

HST Risk | *React Native, Expo, Node.js, Express, MongoDB, Socket.io* Jul. 2024 – Sep. 2024

- Built a real-life adaptation of the game 'RISK' as a mobile app, where teams compete for virtual countries using in-game currency
- Integrated Google and Apple Maps to display color-coded regions by continent, dynamically updating control based on real-world sports match outcomes
- Implemented a responsive UI with Tailwind CSS, real-time game state sync using Socket.io, and instant notifications via Expo and Firebase

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**.