Rimon Adel Makram

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EDUCATION

- **Alexandria University**   Alexandria, Egypt
  PURSUING *B.Sc. Degree* IN **computer and communications engineering** *Expected-Gradiuation-Date 2020*
  GPA: 3.58

CERTIFICATES

- **Embedded systems course from AMIT learning center** Certaficate   Alexandria,Egypt
- **ROS(Robot Operating System) summer school** Certaficate   Aachen,Germany

EXPERIENCE

- **XCodeSystems**   Cairo, Egypt
  Software Engineer intern   *Summer 2018*
    ○ **Employee Management App**: it is an android app for managers let them manage employees, departments and projects.

- **Mind Cloud (Robotics Team in collage)**   Alexandria, Egypt
  Software Engineer , Embedded software Engineer   *Oct 2016 - Present*
    ○ **Monitoring System** : Created this system that allowed us to monitor Rover's motors' speed, rover position and motors'current.
    ○ **Rover Control Using WIFI**: Using this system that WE developed, we were able to control all the Rover's function using local network.

SELECTED PROJECTS

- **Vector Base Drawing Paint**: provided some features like (draw, copy, delete, color, move, undo, redo) for specific shapes , more shapes can be added as a plugin. | Vector-Base-Drawing-Paint
- **DBMS & JDBC**: using **java** we implemented simple **DBMS & JDBC** that Controls the management and retrieval of data from data files using **SQL** commands. | DBMS-JDBC
- **Circus OF Plates**: using **java** we maked 2D game. The player can select levels of hardness from three levels. in this game where player controls the clown's movement to collect matching colored plates.
                                                                              | Circus-OF- Platest.
- **8-Puzzle-Solver**: using **java**, we Implemented project that solved the 8-Puzzle game using different search algorithm like : **Breadth Frist Serach**, **Depth Frist Serach** and **A***. | 8-Puzzle-Solver.
- **Risk-Game**: Implemented using **java** we created Risk-Game and 3 non AI agents and another 4 AI agents to play with the human. the AI agents are Implemented using : **Greedy Algorithm** , **A* search** , **Real Time A* search** and **Min-Max search**. | Risk-Game.

PROGRAMMING SKILLS

Preferred Programming Languages:	JAVA, C.
Intermediate Programming Languages:	HTML, CSS, JAVASCRIPT, MYSQL, PYTHON, REACT.JS, EMBEDDED SYSTEMS (AVR,ARM), ROS(ROBOTICS OPERATING SYSTEM)
Basic Programming Languages:	RUBY ON RAILS.
familiar with :	**OOP**, **MVC**,**Git**, Linux, desigm patterns, algorithm design, data structures, problem solving, and complexity analysis.

LANGUAGES

ARABIC:	Mothertongue
ENGLISH:	Fluent