

Salma Kassem

AWS Solutions Architect

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Education

Arab Academy for Science and Technology and Maritime Transport

B.S. in Computer Science

Grade: Very Good

Alexandria, Egypt

September 2019 - July 2023

Digital Egypt Pioneers

AWS Solutions Admin & Architect

Alexandria, Egypt

June 2024 - September 2024

- AWS Cloud Practitioner
- AWS Cloud Architecting
- AWS Cloud Operations
- AWS Data Analytics

Technical Skills

Cloud Services: Proficient in AWS Core Services (EC2, S3, RDS, IAM, VPC) and AWS Management Console, Familiar with designing scalable, secure, and fault-tolerant systems on AWS, Understanding of AWS cost management, optimization, and the Well-Architected Framework, Security best practices, including IAM roles and policies.

Containerization & Orchestration: Basic knowledge of containerization with Docker.

Networking & Security: Basic knowledge of networking principles (TCP/IP, OSI Model) and AWS-specific networking (VPCs, subnets, security groups), Understanding of security configurations within AWS environments, focusing on ensuring compliance and data protection.

System Monitoring & Management: Familiarity with AWS CloudWatch, operational health checks, and Backup & Recovery: AWS Backup and disaster recovery strategies.

Version Control: Basic knowledge of Git.

Courses&Certifications

AWS Cloud Architecting — Issued Aug 2024, AWS Academy

AWS Cloud Foundations — Issued Nov 2023, AWS Academy

Languages

Arabic: Native

English: Professional

German: B1

Projects

Project Title 1

Date

- Brief description of the project, including key technologies used and the project's purpose.
- Key contribution or achievement in this project.

Project Title 2

Date

- Brief description of the project, including key technologies used and the project's purpose.
- Key contribution or achievement in this project.

Academic Projects

UI Design for Travel App (Tour Ease)

- Designed UI for a travel app in a team of 3, contributing 25% of screens.
- Quickly learned Figma, creating a high-fidelity prototype with interactive elements and consistent style.
- Created a presentation showcasing the UI design evolution from initial sketches to the final prototype.

Single-player Game App (Concept to Release)

- Designed and developed a single-player game app from initial concept to final release using Unity and C#.
- Implemented core game mechanics, user interface elements, and debugging processes to ensure a smooth gameplay experience.
- Conducted user testing and incorporated feedback to refine gameplay, resulting in a 4.7-star average rating on the app store.

EXTRACURRICULAR ACTIVITIES

Video Editing Lead, Hands Act Group Marketing Committee

2021-2022

- Led a team of 3 in video editing for a prominent university organization, ensuring project completion within tight deadlines.
- Developed expertise in diverse video editing techniques, increasing video quality and production efficiency, contributing to a 50% increase in event viewership and engagement.
- Fostered a supportive team environment, encouraging members to overcome challenges and express creative ideas, resulting in 7 high-quality marketing videos.