ABDALLAH KASSEM

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Summary

Computer Science student at E-JUST, A front-End, and mobile App developer using flutter and Kotlin with experience in Python, C/C++, and system-level programming.
Built GUI apps and embedded game systems, and participated in ECPC to sharpen problem-solving skills.

Education

Egypt-Japan university for science and technology   Sep 2023 – July 2027
Bachelor of Science in Computer Science and Information Technology   *Alexandria, Egypt*

Relevant Coursework

- Data Structures Algorithms
- Software Engineering
- Computer Architecture
- Operating Systems

Experience

Problem solving   July
ECPC Qualification   *2024*

- I participated in the ECPC contest for problem-solving in Egypt to enhance my problem-solving skills and to get more experience in this field
- My team and I placed 31/60 among our University and 200/500 teams that participated in the Qualification's first day

Projects

Task Manager with GUI *Python, psutil, electron*   June 2025

- Built a desktop task manager application to monitor and manage system processes using Python and ElectronApp.
- Developed to provide real-time insights into CPU and memory usage, process details, and application termination functionality.
- Utilized the `psutil` library to fetch system resource data and integrated it into an interactive GUI for user-friendly control.
- Designed the interface with usability in mind, enabling users to filter and terminate tasks efficiently from within the app.

(Gesture-controlled ESP) *ESP32, Python, Embedded C*   May 2025

- Created a gesture-controlled multi-game system to deliver an interactive user experience using Python on PC and an ESP32 microcontroller.
- Implemented gesture input to control four embedded games: Rock-Paper-Scissors, Reaction Time, Simon Memory, and Quick Draw Duel.
- Used LEDs, push buttons, servo motors, and a parallel LCD (non-I^2C) to enhance visual and tactile feedback during gameplay.
- Developed a full gesture-to-LCD pipeline without I^2C, focusing on performance, responsiveness, and low-level hardware control.

Technical Skills

Object-Oriented Programming (OOP)
Software Development Life Cycle (SDLC)
Agile Development Practices
Languages: Python, C/C++, HTML/CSS, JavaScript, Dart/Flutter
Developer Tools: VS Code, Arch Linux btw