Mohamed ElTobgui

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OBJECTIVE

As an undergraduate student majoring in Cybersecurity with a strong interest in penetration testing and digital forensics, I am eager to apply the theoretical knowledge gained through coursework to real-world security challenges. My goal is to contribute my analytical skills, creativity, and passion for technology to a dynamic team, focusing on both defending systems against threats and investigating potential breaches. I aspire to gain practical industry experience, enhance my technical skills, and contribute to innovative security solutions that align with the cutting-edge work being carried out in the field.

EDUCATION

Bachelor of Computer Science Cyber-Security Department, Alexandria University. Sep 2021 - present

- **Relevant Courses:** Object-oriented design,Machine learning, Algorithm Analysis and Design, Data structures, Database , Information Security Management , Computer Networks Security , Digital Forensics , Cloud Computing

High School Saint Marc. -Aug 2021

- **Relevant Courses:** Mathematics , Cryptography

PROJECTS

Colleger-Android Application - https://github.com/Topguyy/CollegerFinal
Colleger is an Android app that helps students and instructors manage academic responsibilities. It features a GPA calculator for tracking academic performance, tools to add course materials and lecture schedules, and options to download content for offline access. Colleger streamlines tasks like organizing course information and managing classes, making it a valuable companion for navigating higher education.
Technologies Used: Java

8 puzzle using Ai - https://github.com/Topguyy/8-puzzle-using-Ai
The 8-puzzle game involves arranging tiles in a 3x3 grid to reach a target configuration. AI algorithms such as Breadth-First Search (BFS), Depth-First Search (DFS), and A* search can be used to solve the puzzle. BFS explores all possible moves level by level, while DFS dives deep but risks dead-ends. A* search uses a heuristic function to estimate the cost to the goal, finding optimal solutions efficiently. These algorithms offer different trade-offs in time and space complexity for solving the 8-puzzle.
Technologies Used: Java

Connect4 minimax - https://github.com/Topguyy/Connect4-MiniMax
OImplemented a Connect Four game using the Minimax algorithm to create an AI opponent capable of playing optimally. Developed a utility function to evaluate board states and predict the outcome of the game, ensuring the AI made strategic moves to maximize its chances of winning. Integrated alpha-beta pruning to optimize the search process, improving the algorithm's efficiency. This project demonstrates my proficiency in game theory, algorithm design, and AI programming.
Technologies Used: Python

CERTIFICATES

- Cisco Certified Network Associate (CCNA)

SKILLS

Language: Arabic (native),English (Proficient), French (intermediate)
Security: Web Penetration Testing , Mobile Penetration Testing , Networks Penetration Testing , Digital Forensics Investigation , Threat Intelligence (SOC) .
Programming Languages: Python, Java, C++, C
Web Technologies: HTML, CSS, JavaScript, PHP
Frameworks and Library: Node.js, React, Django, Pandas, Numpy, Tensorflow.
Databases: MySQL, MongoDB
Version Control: Git