

# Ahmed Mahmoud

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[LinkedIn](#) | [Portfolio](#)

## About me

Computer science student at Helwan University. Love to code and work on side projects in my free time. Tinkered with a wide variety of programming languages and frameworks. Worked in team-oriented and solo projects plenty of times.

**Languages:** Native Arabic | Proficient English

## Education

**Accredited American High School Diploma** | 2019 – 2022 |

Al-Rissalah International School – Riyadh

Graduated on top of my class. Always had outstanding results in school projects. Grew my leadership and presentation skills.

**Bachelor degree in Computer Science** | 2022 – 2026 |

FCAI, Helwan University – Cairo

I excelled in: OOP, Data Structures, Databases I & II, Statistics I & II  
Software Engineering I & II, and other relevant courses.

## Projects

**Portfolio Webpage:** Designed, wrote the code for, and deployed my own portfolio website to practice my web development skills, and to have a personalized place where I can highlight my skills and centralize contact information for ease of access.

**Royal Game of UR (Video game):** Created and published a videogame. The journey of game development taught me a lot of technical and soft skills, from overcoming challenges to implement an idea in mind, to the ability to prioritize the user's experience— essential tools for any software developer. I have a couple of other games published on my Gamejolt account, feel free to check them out!

**Scoundrel (Video game):** A game made for a university project. Collaborated with my peers to develop and tailor it to meet the requirements of our computer graphics course. The project was deemed well-made and received a perfect score.

**Chess-Time:** C++ chess engine and GUI app inspired by [Stockfish](#). Creating a working chess engine was a challenging task that pushed me to learn more about artificial intelligence, conventional protocols, and C++ development as a whole. I am eager to grow this project, add more features, and enhance existing ones.

## Toolset

**C++ Language:** Coded a lot with it. Its low level nature makes it easy to explain and develop with.

**C# / Unity:** I mainly used C# to code in Unity, but I also dabbled a little with ASP.NET.

**Python:** For data science and analysis. (Numpy, Pandas, Scrapy, Selenium, Matplotlib, PyTorch)

**JavaScript:** NodeJS, ReactJS, React Native, Discord API, Chrome Extensions.

**HTML/CSS:** Bootstrap, Tailwindcss. Created a couple of webpages using pure HTML+CSS before learning about frameworks.

**Java:** Used it throughout my university courses for creating systems, backends, and APIs using Spring Boot.

**Blender:** 3D modelling, topology, sculpting, texturing, shading, compositing, rendering, rigging and animation. I mostly used Blender for personal projects.