

# IBRAHIM AMR

## Software Engineer

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### Education

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Helwan University - Faculty of Computer Science and Artificial Intelligence

Bachelor's in Computer Science

2022 - 2026 (Expected)

### Skills

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- \* Front-end Web Development
- \* UI & UX Design
- \* Software Testing
- \* SOLID Principles
- \* Problem Solving (Python, OOP)
- \* Version Control (Git & GitHub)
- \* SDLC (Software Development Life Cycle)
- \* Agile & Waterfall Methodologies
- \* Database Management (SQL, MySQL)
- \* UML Diagrams
- \* Teamwork and Leadership
- \* Time Management
- \* Communication & Presentation Skills

## Experience

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Instructor and Course Supervisor 2024

- \* Led a course covering UI/UX, software fundamentals, Agile methodologies, requirements, design patterns, SOLID principles, software testing, and SQL/MySQL.
- \* Developed curriculum and provided hands-on training to students.

Teaching and Training 2023 - 2025

- \* Acted as a lecturer for practical and theoretical courses in the Computer Science department.

## Projects

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Gaming and E-sports Website 2024

- \* Designed and developed a website for organizing gaming events and e-sports tournaments.
- \* The platform allowed users to register for online tournaments and gaming events.
- \* Managed project tasks using UML diagrams to plan the architecture and workflows.
- \* Utilized HTML, CSS, and JavaScript to build an interactive and responsive user interface.
- \* Ensured optimal performance and user experience, particularly for live event scheduling.
- \* GitHub: [https://github.com/XZBM7/GAME\\_7](https://github.com/XZBM7/GAME_7)

E-commerce Website 2023 - 2024

- \* Led a team to design an online store for selling products.
- \* Utilized HTML, CSS, and JS for front-end development.
- \* Managed the project timeline, assigned tasks, and ensured optimal user experience.
- \* GitHub: <https://github.com/XZBM7/Z-SHOP>

## Social Media Website

2023 - 2024

- \* Designed a social media platform for sharing photos and videos, similar to Instagram.
- \* Led a team that divided tasks and followed a strict plan using UML diagrams.
- \* Built key UML diagrams such as Class diagrams and design structures.
- \* Developed the user interface using HTML, CSS, JS, and Bootstrap.
- \* Achieved maximum performance as planned for the application.
- \* GitHub: (To be added if available)

## AI-based Game

2024

- \* Developed a 2D game using Python and Pygame library where an AI character chases the player.
- \* The player collects points to win, and the game features a two-player mode where friends can compete.
- \* Integrated a settings menu allowing players to customize game difficulty and appearance.
- \* Implemented a database system using the JSON library to save and load player statistics and performance.
- \* Created the game's architecture with UML diagrams, ensuring smooth and efficient development.
- \* GitHub: <https://github.com/XZBM7/python-game-pec-man>

## Languages

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- \* Arabic: Native
- \* English: Good

## Contact

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