Yassin Ali

Software Engineer

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Summary

Third-year Computer Science student at Cairo University with hands-on experience in full-stack development and software engineering. Proficient in JavaScript, Python, and Java ecosystems including React.js, Node.js, and Django frameworks. Demonstrated success in team leadership, application development lifecycle, and technical mentorship. Core competencies in system design, database architecture, and performance optimization.

Education

Faculty of Computers and Artificial Intelligence, Cairo University, Egypt   Class of 2026
Bachelor of Computer Science.
Department: Information Systems.
Relevant Coursework: Databases, Data Structures & Algorithms, OOP, Logic Design, Web Development, Software Engineering, Operating Systems, Networking, High-Performance Computing, Data Warehousing.

Experience

Web Development Intern, Bee Interactive   Jul 2024 – Oct 2024
- Collaborated with a full-stack team on projects such as Libri (library system), Eventi (event booking system), and Montri (online course platform).
- Developed user-friendly interfaces and ensured seamless functionality across platforms.
- Delivered individual assignments including interactive applications.

Front-End Workshop Instructor, Minders (AC Volunteer Member)   Apr 2024 – Oct 2024
- Led front-end workshops, prepared educational materials, and coordinated team assignments.
- Acted as a liaison between students and workshop facilitators.

Front-End Developer, Minders   Feb 2024 – Oct 2024
- Worked on diverse front-end development tasks such as a Sudoku game, a personal portfolio, and advanced CSS tasks.

Technical Skills

Programming Languages: Python, JavaScript, Java, C++, SQL, HTML, CSS
Frameworks & Libraries: React.js, Node.js, Django, Spring Boot
Tools & Platforms: Git, GitHub, MySQL, MongoDB, Sequelize ORM, JUnit
Other Skills: Agile Development, Responsive Design, Version Control

Projects

Mentoria (Online Course Platform) (GitHub Repository)
- Developed the back-end using Node.js and MongoDB, implementing JWT-based authentication.
- Integrated Amazon S3 for secure and scalable file uploads.
- Collaborated with the front-end team utilizing TypeScript for client-side development.

Eventi (Event Booking App) (GitHub Repository)
- Built a robust back-end with Django and SQL for event management and user authentication.
- Developed features for admins to manage users and events and for users to book/cancel events.

Libri (Book Borrow System) (GitHub Repository)
- Designed and implemented back-end functionalities using Node.js and Sequelize ORM.
- Created a wishlist system with hasOne and belongsToMany relationships for enhanced user experience.

Connect Four Game (GitHub Repository)
- Developed a strategic, interactive game as part of a team project in an OOP course.
- Applied advanced object-oriented principles to ensure scalability and performance.

Task Manager (GitHub Repository)
- Implemented a task manager in C++ that lists and manages processes on Windows and Linux platforms.

Gray-Scale Image Processor (GitHub Repository)
- Developed an image processing software designed for manipulating grayscale and RGB images with various filters and operations.

Online Library by C# (GitHub Repository)
- Designed and implemented an online library system with a user-friendly GUI using C#.
- Managed user authentication, book inventory, and borrowing functionalities.

Learning Management System (LMS) (GitHub Repository)
- Developed a Java-based web application to manage and organize online courses, assessments, and user interactions.
- Implemented features such as course creation, user management, assessments, performance tracking, and notifications.

Command Line Interpreter (GitHub Repository)
- Implemented a basic Command Line Interpreter (CLI) in Java, similar to a Unix/Linux shell.
- Supported various system and internal commands and included comprehensive unit testing using JUnit.

CPU Schedulers Simulator (GitHub Repository)
- Built a CPU Scheduling Simulator in Java to demonstrate and simulate various CPU scheduling algorithms.
- Algorithms implemented include Priority Scheduling, Shortest Job First (SJF), Shortest Remaining Time First (SRTF), and custom algorithms.

React Calculator App (GitHub Repository)
- Developed a user-friendly calculator app with React.js.
- Supported basic arithmetic operations, memory functions, and various special mathematical functions.

Sudoku Game (GitHub Repository)
- Implemented a Sudoku game using JavaScript.
- Developed the logic for generating and solving puzzles and ensured a responsive user interface.

Games by Python
- Designed many classic games (e.g., Tic-Tac-Toe, Hangman, Nim, and Number Scrabble) in Python with modular architecture.

Languages & Interests

Languages: English (B2), Arabic (Native)
Interests: Data Engineering, Cybersecurity, Problem-Solving, Web Technologies