

# Yassin Ali

Egypt, Giza, El-Haram • ☎ +201155015659 • ✉ [yassinalilearning77076@gmail.com](mailto:yassinalilearning77076@gmail.com) • [in](#) Yassin Ali • [G](#) YassenAli

## Summary

Results-driven third-year Computer Science student specializing in full-stack web development, object-oriented programming, and data structures. Proven ability to lead technical projects, mentor teams, and deliver scalable, user-focused applications. Skilled in leveraging modern frameworks to achieve tangible results, with experience in streamlining processes and exceeding expectations.

## Education

**Faculty of Computers and Artificial Intelligence, Cairo University** Class of 2026  
Bachelor of Science in Computer Science (Information Systems Department)  
Relevant Coursework: Databases, Data Structures & Algorithms, Object-Oriented Programming, Logic Design, Web Development, Software Engineering, Operating Systems, Networking

## 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