Yehia Hany

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Education

Faculty of Engineering University of Alexandria   Oct 2020 – June 2025

- **B**achelor in Computer and Communication Engineering   GPA: 3.34/4.0
- **Relevant Coursework:** Algorithms, Computational Theory, Network and Cyber Security, Database Systems, Operating Systems, Machine Learning, Net-Centric Computing, Data Structures, Speech Processing, Natural Language Processing (NLP)

High School, EL-Nasser Boys School, IGCSE Department   Oct 2017 – Jul 2020

Languages : Arabic (native), English (fluent)

Experience

Full-Time Flutter Developer   Oct 2024 – April 2025

- Developing mobile applications using Flutter
- Collaborating in an Agile environment to deliver high-quality, user-friendly apps

Full Stack Mobile App Development Training, Arab Academy for Science and Technology   July 2023 - Oct 2023

- Dart and Flutter Framework
- Agile / Scrum Methodology
- Proficient in using and integrating APIs into mobile applications
- Experienced with BLoC architecture, including the use of Cubit and State for efficient state management

Full Stack Web Development Training, RMZTECH   Aug 2021 - Oct 2021

- PHP and Laravel Framework

ICPC Competition, Participated   2023

- Competed in the International Collegiate Programming Contest (ICPC)

Google Solution Challenge, Participated   2024

- Participated in the Google Solution Challenge, solving real-world problems with innovative tech solutions.

Projects

3D Teeth Segmentation and Measurements (Graduation Project)

- Created a model for 3D teeth segmentation and measurement.
- My role in first semester:Reading papers for teams and models who have roles in teeth segmentation and trying to figure how those models work and develop them.
- My role in second semester:Trying to create a model for teeth measuring and annotation data.

Text Classification with SST Dataset

- Classified text using Naive Bayes and Logistic Regression on the SST dataset.

Name Entity Recognition with HMM and MEMM

- Implemented NER using HMM and MEMM models for text processing.

Name Entity Recognition with FFNN and LSTMs

- Implemented NER with FFNN and LSTMs for text classification.

Neural Machine Translation with Transformer

- Developed a Transformer-based model for neural machine translation.

Speech-to-Text Tuning with Wave2Vec Model for Arabic and Egyptian Speech
- Tuned the Wave2Vec model for Arabic and Egyptian speech recognition and deployed it using fast api in website.

Islami Mobile Application
- Developed a responsive and cleanly designed Islamic app using Flutter with Provider state management and animations.
- Implemented Quran features with the ability to save and resume the last read Sura and Aya.
- Added Hadeeth and Sebha sections for enhanced user engagement and daily religious practices.
- Enhanced user experience through smooth UI transitions, persistent state management, and interactive design.

Tic-Tac-Toe Mobile Game
- Built a Tic-Tac-Toe mobile game with clean design and multiple play modes: Human vs Human and Human vs AI.
- Implemented three AI difficulty levels
- Designed interactive UI for enhanced user experience.

Hotel Car Rental Booking Website
- Created a website to manage car rental and hotel booking processes, along with user profiles.
- The website supports online payments.
- The website includes an admin dashboard that allows the owner to monitor and manage bookings.

Flappy-Bird Mobile Game
- Developed a Flappy Bird–style mobile game, implementing core gameplay mechanics, collision detection, and score tracking.

Tasker Mobile Application   amzn.to/YehiaHany
- Developed a Tasker mobile app for task management and tracking.
- Enabled task sharing with others through messaging platforms.
- Implemented customizable notifications and reminders for each task.
- Added category-based progress tracking with percentage completion for each task.
- Updated task progress dynamically as the user completes individual tasks.

Coffee Order Mobile Application
- Developed a coffee order app to track and manage user orders with Firbase.

Map-Reduce Assignment
- Implemented a Map-Reduce system for distributed data processing.
- Tools: Go (Golang)

Data Scraping for Speech Dataset Collection   kaggle.com/code
- Scraped data to build a diverse speech dataset for model training.

Smart Car Robot Project   youtu.be/kqPP8vgfr2A
- Developed a smart robot for autonomous movement and object interaction.

WeCare Mobile App
- Developed a mobile app for patient-doctor communication and medical history tracking.

Technical Skills

Languages: C, C++, Java, JavaScript, PHP, HTML, CSS, GoLang, Python, SQL,Dart

Tools & Platforms: VS Code, Android Studio, Google Colab, Kaggle, CodeVisionAVR, Arduino IDE, XAMPP

Libraries & Frameworks: NumPy, OpenCV, Flutter

Software Design & Modeling: Design Patterns, UML, Database Diagrams, Database Schemas

Version Control: Git