

Zeyad Abdelnasser Mohamed Abo Elnasr , Undergraduate Software Engineer (junior)

CAIRO,EGYPT . zeyad2103469@miuegypt.edu.eg . 01093128144

URL LINKS

LinkedIn: linkedin

Github: github

MyPortfolo: My portolio

PROFILE

Enthusiastic and highly motivated software development undergraduate with a passion for creating innovative solutions and a strong foundation in programming languages and development methodologies.

LANGUAGES

Arabic

English

EDUCATION

El Rowad International school, Grade: 94%

2018 - 2021, cairo

• High School IGCSE

SKILLS

Adaptability

Fast Learner

Misr International University

2021 - 2025, cairo

Bachelor of Science / BS / computer science

Ability to Work in a Team

PROJECTS -

Project: Ecommerce Website and Application

04/2023

Ability to Multitask

- Led a dynamic team in the development of a responsive Ecommerce website and application.
- Effectively managed task delegation to meet tight deadlines, overcoming challenges for a seamless development process.
- Successfully implemented a high-quality UX/UI and admin dashboard with extensive features, including product management, client tracking on a map, and admin privileges.
- Good time management

Ability to Work Under Pressure

- Tech Stack:
 - 1. Front-end: Bootstrap, HTML, CSS
 - 2. Back-end: Node.js, Express, EJS, MongoDB
 - 3. Additional Tools: Stripe (credit card validation), Leaflet (map integration), Joe (back-end validation), BWT Token, Google Translate (localization)
 - 4. Deployment: Digital Ocean, Render Live Application

Good Communication

Project: DNA Segmentation Application

- 03/2022
- Developed an application using a novel prefix tree algorithm for DNA segmentation into RNA.
- Overcame challenges posed by a new algorithm to achieve successful data transformation.
- Tech Stack:
- 1. Programming Languages: C++
- 2. GUI: Windows Form

Project: Bus Ticket Application (Team Leader)

06/2022

- Led a team in creating a comprehensive Bus Ticket Application.
- Implemented user-friendly features, such as route viewing, ticket booking, seat availability, and an admin panel for managing admins, users, and financial data.
- Tech Stack:
- 1. Programming Languages: Java
- 2. GUI: JavaFX

Project: Number Puzzle Game for Children 2021

03/2021

- Developed an engaging educational game for children aged 8 and above.
- Focused on enhancing cognitive skills, concentration, and problem-solving within specified timeframes.
- Tech Stack:
- 1. Programming Languages: C++, C
- 2. UI: RAD

Feel free to explore my other projects on my GitHub account as well.

Key Achievements:

- Successfully led teams in delivering high-quality, userfriendly applications.
- Overcame challenges in DNA Segmentation project, implementing a new algorithm for data transformation.
- Developed an educational game for children, contributing to cognitive skill enhancement.

Technical skills

Front-End development:

- Html
- Css
- Bootsrap
- Javascript(ES6)

Back-End development:

- Node.js
- Express.js
- Restful API development
- Server-side scripting with PHP

Programming Languages

- Java
- C++
- C#
- Python

Database Management:

- MongoDB(NoSQL)
- MySQL(Rational database)

User Interface (UI) Design

Figma for UI/UX design

Version Control

Git