

# Farah El-Taher

CSE Student

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## EDUCATION .....

### Highschool | Roots International School

Sep. 2018 - July 2021

Cairo, Egypt

Received the Outstanding Cambridge Learner Award from Cambridge, for scoring the top mark in the world in AS Mathematics

Received the Outstanding Achiever Award from Oxford, for English as a Second Language

### Bachelor of Computer Science Engineering | German University in Cairo

Sep. 2021 - July 2026

Cairo, Egypt

6<sup>th</sup> semester MET student with a cumulative GPA of 1.29 (A)

## SKILLS .....

**Languages:** Java, Python, JavaScript, SQL, HTML, CSS, C#, C, Prolog, Haskell, VHDL

**Frameworks & Environments:** React JS, Node.js, Tailwind CSS

**Tools:** Git, VS Code, Visual Studio, Figma, FigJam, Unity

## PROJECTS .....

### The Last of Us: Legacy | Java, JavaFX

Jan. 2023 - June 2023

- Created a 2D single-player, grid-based game using object-oriented programming and the JavaFX library

### University Advising System | SQL, React JS, CSS, C#, ASP.NET Core

Sep. 2023 - Dec. 2023

- Designed and implemented a database management system for a university advising system
- Adopted Model-View-Controller architecture with ASP.NET Core for backend development
- Used React to create a frontend, integrating with backend API for data retrieval and form validation

## EXTRACURRICULARS & OTHER EXPERIENCE .....

### Meta Front-End Developer Professional Certificate

June 2023 - present

[coursera.com](https://coursera.com)

- Completed courses covering HTML, CSS, JavaScript, Git, React, Figma, and UX/UI design
- Worked on several projects covering the above topics

### Creative Wing Director

Sep. 2023 - July 2024

Vector Game Studio (GUC Club)

- Recruited and supervised a team of 9 mentors, providing training, as well as constant guidance and feedback
- Ensured the club's vision and mission were being fulfilled

### Game Development Design Mentor

Sep. 2022 - May 2023

Vector Game Studio (GUC Club)

- Taught 20+ students the basics of programming in C#, and how to develop games using the Unity game engine
- Researched, created slides, and designed a syllabus consisting of 8 sessions
- Hosted a game jam at the end of the year

### Global Game Jam

Jan. 2023, Jan. 2024

[globalgamejam.org](https://globalgamejam.org)

- Participated in the Global Game Jam in a team of 10 (2023) and 7 (2024) to create a game in 48 hours
- Worked on the coding and development of the games in the Unity game engine and Visual Studio