Abanob Kamal Naeim

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EDUCATION

- **German University in Cairo, BSc in Media Engineering and Technology (Highest Honors)** Oct 2019 - Jul 2024
  Major: Computer Science and Engineering, GPA: A+ , Rank: 3rd in cumulative ranking
- **1st Rank in the National Education over the governorate and 11th over Egypt** Sep 2017- Jul 2019
  Grade: 99.6%

EXPERIENCE

- **Backend Engineer** Oct 2024 - Present
  Noon Full-Time
  ○ Developing RESTful APIs using FastAPI with Python.
- **Backend Developer Intern** Jul 2024 - Aug 2024
  Instabug Internship
  ○ Fixed production bugs in the Workflows team using Ruby on Rails and Redis cache to maintain automated workflows, ensuring conditional rules triggered specified actions.
  ○ Introduced a cross-platform release management feature, allowing tracking of rollout progress from app stores.
- **Backend Developer Intern** Oct 2023 - Nov 2023
  Suplyd Internship
  ○ Developed and deployed a GraphQL API with Node.js, Hasura, PostgreSQL, and AWS Lambda.
- **Backend Developer Intern** Jul 2022 - Aug 2022
  Link development Internship
  ○ Engineered an Electronic Shop web Application using ASP.NET Core 6 with excellent performance
  ○ Implemented Entity Framework (ORM) and MVC 5 to optimize data access and enhance application structure

PERSONAL PROJECTS

- **Web Development**
  Online Assessment Simulator with Questions Generator Bachelor Project
  ○ Developed a Full Stack Automated Web-Based assessment simulator that received 94% using the MERN stack, Bootstrap, CSS, and REST APIs
  ○ Implemented a random question generator and Integrated a 50% automatic grading system

- **Java Programming**
  AI Search Agent Implementation
  ○ Developed AI search agent to reach prosperity level 100 in a virtual town, prioritizing cost efficiency.
  ○ Utilised Object-Oriented Programming, data structures and algorithms principles to execute 6 search strategies.

- **Mobile Development (Flutter)**
  GUCircle Mobile Application
  ○ Built a user-friendly app with secure sign-up and versatile features for GUC students and staff
  ○ Used Flutter and Dart and Incorporated behavioral tracking for user insights, enhancing usability.

- **Game Development**
  Resident Evil
  ○ Developed a 3rd-person shooter survival horror game inspired by Resident Evil and Dead Space with AI features.
  ○ Utilized Unity and C# technologies for development, showcasing proficiency and teamwork with 7 members

SKILLS

Programming Languages: Java , Javascript, Python, c#, Ruby

Backend Development: Node.js, Express.js, Ruby on Rails, REST API, Hasura, ASP.NET, AWS Serverless lambda

Databases: Relational Database (MySQL, PostgreSQL), GrapghQL, NoSQL Databases(MongoDB)

Soft Skills: Self-Learning, Continuous Learning, Leadership, Adaptability, Team-Work

Languages: Arabic, English

Other Skills: Unity, Flutter, React.js, Git, Github, Docker, Linux, HTML, CSS

LEADERSHIP

- **Software Developer Member** IEEE Feb 2024 - Jun 2024
- **Software Development Hackathon** Cegedim Egypt Aug 2023
- **Junior Teaching Assisstant** German University in Cairo Mar 2022 - Jun 2022