## PERSONAL INFO

Vienna, Austria

Mail me at ✓ abou.shehata643@yahoo.de

Explore my projects on 🔘 Github

My activity on 🏏 Twitter

## EDUCATION

# UNIVERSITY OF APPLIED SCIENCES UPPER AUSTRIA, CAMPUS HAGENBERG

10/2020 - Present

- Mobile Computing. Currently, in the penultimate (5th) Semester
- 2 of my colleagues and I are students representatives for 4 departments: oeh.fh-ooe.at/campus/hagenberg

## HTL MOEDLING

09/2015 - 06/2020

Studied Electronics and Computer Engineering

## WORK

#### AUTOMATED SOFTWARE TESTING GMBH

07/2022 - 08/2022

- Internship
- Worked on the Frontend of the IDE/Editor Plugin Devmate. We were primarily using Angular and SCSS. Was primarily working on rewriting the app to support the new model.

#### DRINKS AND THINGS

03/2020 - 05/2020

- Freelancing
- An online Shop written using NextJS as the Framework and Shopify Storefront for the backend. It's open source and the shop is online under drinksandthings.wien

#### MEDIA MARKT AT, SCS

09/2018 - 09/2020

- Saturday Job
- Technical Sales Advisor

### PROJECTS

#### BACHELOR THESIS - 3D GRAPHICS PROGRAMMING

Continuation of the WebGPU Game-Engine but with the focus on creating a glTF Viewer that supports light, materials and gestures.

## HOME AUTOMATION

The Project for the 3rd Semester. It uses face and body detection with the help of OpenCV to toggle a TV using Home Assistant.

#### RAYTRACING ON ANDROID

The 2nd Semester Project written in Java and GLSL (for OpenGL) with 2 colleagues.

#### MINIMAX GAME-THEORY

A project with 2 Friends for a paper we had to write. The implementation is demonstrated with the game 'Connect 4' and is written in Typescript and Svelte.

## GIS AND NMEA 0183 APPLICATIONS

A GIS Application written in Kotlin using JavaFX and PostgreSQL

## **ANDROID POKEDEX**

A Pokédex written in Kotlin with Jetpack Compose and the GraphQL PokéAPI

#### ALGORITHMS AND DATA STRUCTURES

Written in C++ and partially in Rust

And more Projects can be found on Github

# ABD EL RAHAMAN SHEHATA



# SOFT SKILLS

Helping Others

110%

Collaboration

100%

Leadership

90%

## TECHNICAL SKILLS

Languages :

HOLY TRINIT















FRAMEWORKS/TOOLS/ TECH:



































