


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

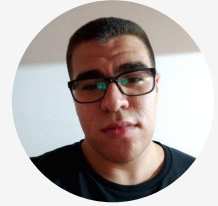
A Pokédex written in Kotlin with Jetpack Compose and the GraphQL PokéAPI

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

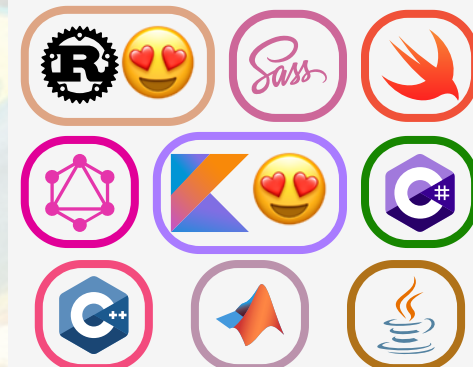
100%

Leadership

90%

TECHNICAL SKILLS

LANGUAGES :



FRAMEWORKS/TOOLS/TECH:

