

AbdelRahman AbdelFattah

☎ +201001202562 | ✉ ad3ldev@gmail.com | 🏠 ad3l.dev | 📷 ad3ldev | 🌐 ad3ldev

Skills

Proficient C/C++, TypeScript/JavaScript, CSS, HTML, Git, Python, React.

Moderate Java, Svelte, Kotlin, Swift, REST, GraphQL, SQL, Go, Shell(Bash/Zsh), Linux, Docker, Kubernetes.

Work Experience

e-SKY Solutions

Kirkland, Quebec, Canada

Jr. Full Stack Software Developer

May 2024 - Present

- Reimplemented the authentication (login, logout, forgot password..etc) process, across 40 files, of a website using React Context instead of Redux State Management, and also using Cookies and Session Storage APIs.
- Wrote multiple template files, Dockerfiles, and a GitLab CI/CD with easily configurable variables to reduce future friction between development and deployment tasks.
- Containerized React, and NestJs apps using multistage Dockerfiles and Docker compose for different environments (Development, Testing, Staging, and Production).
- Created a full GitLab CI/CD to containerize a full stack application, and deploy it on a Nginx server.

Dell Technologies

Cairo, Egypt

Software Engineering Intern

Feb 2023 - Feb 2024

- Created React components and Go micro-service that checks if a search term is in the database or not, and then displays a component if not found and allows the user to call the micro-service to add the term to the database to collect info about that term.
- Created a JavaScript module that allows the user to export a report of the current webpage as a PDF file or a PPTX file.
- Reimplemented a React component to make it more modular and reduced the component from 1900 lines to 415 lines using DRY, and other clean code approaches.
- Benchmarked different technologies using Bash scripts, and with the results it allowed production pipelines' performance to increase by a factor of 300%, decreasing the time of the pipelines from an average of 12 mins down to 4 mins.
- Upgraded deprecated libraries and packages allowed the team to use new features and improve the developer experience, lessen the number of bugs, and offer more flexibility to create better products.

AV Group

Alexandria, Egypt

IT Specialist

Sep 2021 - Feb 2023

- Single-handedly was responsible for building, maintaining, upgrading, optimizing, and creating, over 10 architects' hardware, and software requirements and solutions.
- Created a file-checking Python script that reads a list of files and folders from a PDF and validates whether they exist, saving up to 30 hours of manual checking.
- Automation of repetitive tasks, such as checking and validating files, creating backups, scheduling checkups, and installation of software using Python.
- Established a RAID 10 Windows Server, with a Sophos Firewall, with an availability of 99%.

The Sparks Foundation

Singapore

Web Developer

July 2022 - Aug 2022

- Created a website using Svelte to create a basic banking system, utilizing PostgreSQL hosted on Supabase, with the ability to create transactions with validation from one customer to another. [Link](#)
- A payment gateway using RazorPay and a clean and simple user interface built with Bootstrap that provides a way to mimic a donation website. [Link](#)

Information Technology Institute (ITI)

Alexandria, Egypt

Winter Trainee

Feb 2022 - Feb 2022

- Created Multiple iOS demo apps using Swift and UIKit.

Projects

Connect 4 with AI

[Link](#)

- Developed a Connect 4 desktop game using Python, with an AI opponent.
- Implemented MiniMax algorithm with a tree of a preferred max depth of K=5 to act as the AI opponent.
- Improved MiniMax using alpha-beta pruning to increase its speed by 2,000% at a depth of K=6, and 600% at a depth of K=5.
- Designed a friendly GUI using PyGame that lets the player choose which type of MiniMax algorithm they want, and the depth of the algorithm (K).

Certifications

2022 **Advanced Android Kotlin Development, egFWD**

[Certificate](#)

2022 **AWS Academy Cloud Foundations, Amazon Web Services (AWS)**

[Certificate](#)

Education

Alexandria University

Alexandria, Egypt

B. Sc. in Computer and Systems Engineering