

# AbdelRahman Adel

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## Skills

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|--------------------------------|--|
| <b>Programming Languages</b>   | TypeScript/JavaScript, Go, Java, Python, Rust, C/C++, Kotlin, Swift    |
| <b>Frontend Technologies</b>   | React, NextJs, Svelte/SvelteKit, HTML/CSS/Sass, UIKit.                 |
| <b>Backend Technologies</b>    | Go Echo, NestJs, Node.js, Java SpringBoot, REST, GraphQL, gRPC, SOAP   |
| <b>Databases &amp; Storage</b> | PostgreSQL, MySQL, SQLite, MongoDB, Redis                              |
| <b>DevOps &amp; Tools</b>      | VPS management, Docker, CI/CD, Git, Linux, Shell(Bash/Zsh), Kubernetes |

## Work Experience

### e-SKY Solutions

Kirkland, Quebec, Canada

#### Jr. Full Stack Software Developer

May 2024 - Present

- Awarded "Born Builder" for embodying company values and delivering exceptional software solutions.
- Designed multithreaded Go service handling SOAP-to-REST translation for 20,000 concurrent users.
- Led complete system reengineering from Electron/React to Rust/Tauri, achieving 25x performance improvement and reducing package size from 500MB to 25MB.
- Architected transition from desktop to secure web-based invoice platform with Java SpringBoot backend, SSO integration, and end-to-end encryption.
- Refactored authentication across 40+ files, replacing Redux with React Context and implementing secure session management.
- Established CI/CD infrastructure reducing deployment time by 60% through parameterized templates and multi-stage Docker configurations.
- Implemented comprehensive testing framework (Cypress + Vitest) achieving 90% code coverage and reducing regression issues by 75%.

### Dell Technologies

Cairo, Egypt

#### Software Engineering Intern

Feb. 2023 - Feb. 2024

- Built React frontend with Go microservice backend, increasing data collection effectiveness by 45%.
- Developed JavaScript module for PDF/PPTX conversion, enhancing enterprise reporting capabilities.
- Led refactoring initiative reducing React component from 1,900 to 415 lines (78% reduction) while improving maintainability, and readability.
- Optimized pipeline infrastructure achieving 300% performance improvement, reducing build times from 12 to 4 minutes and saving 160+ engineering hours monthly.
- Modernized application dependencies, reducing bug reports by 40%.

### AV Group

Alexandria, Egypt

#### IT Specialist

Sep. 2021 - Feb. 2023

- Managed an IT infrastructure for 10+ professional architects with 99.9% system availability.
- Automated file structure validation using Python, saving 30+ hours per week.
- Deployed automation framework for backups, compliance, and deployments, reducing overhead by 65%.
- Built server infrastructure with RAID 10 + Sophos Firewall, achieving 99.9% uptime.

### The Sparks Foundation

Singapore

#### Web Developer

Jul. 2022 - Aug. 2022

- Developed full-stack banking app with Svelte + Supabase, ensuring 100% transaction integrity.
- Built donation platform with RazorPay API, enabling real-time payments & reporting.

### Information Technology Institute (ITI)

Alexandria, Egypt

#### Winter Trainee

Feb. 2022 - Feb. 2022

- Built iOS apps in Swift + UIKit, applying MVC principles and native UI design.

## Projects

### Real-time Targeted Speech Enhancement

[Link](#)

- Graduation project in speech AI; contributed PFFSN and PDenoiser models for speaker-specific enhancement.
- Achieved real-time factor (RTF) of 0.21 and ranked 2nd in DNS Challenge 2023 with PDenoiser model.
- Built real-time GUI desktop app with multithreading + streaming optimizations.
- Collected & curated 83+ hours Arabic dataset (30 speakers) for personalized training.

### Monkey Programming Language Interpreter

[Link](#)

- Implemented complete interpreter for Monkey programming language from scratch.
- Added macro system for meta-programming capabilities and REPL for interactive development.
- Supported comprehensive data types: integers, booleans, strings, arrays, hash maps, and closures.
- Extended language with built-in functions and first-class function support for practical programming.

### Connect 4 AI Game Engine

[Link](#)

- Engineered sophisticated game engine implementing MiniMax algorithm with configurable depth traversal.
- Optimized algorithm performance through alpha-beta pruning, achieving 2,000% speed improvement at K=6 depth.
- Designed intuitive PyGame UI with advanced configuration options for AI behavior customization.

## Certifications

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2022 **Advanced Android Kotlin Development, egFWD**

[Certificate](#)

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

[Certificate](#)

## Education

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**Alexandria University**

*Alexandria, Egypt*

**B. Sc. in Computer and Systems Engineering**