AHMED Elzeiny

Software Engineer

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EDUCATION

San Jose State University

B.S Civil Engineering
Minor Computer Science

App Academy

12-Week Full-Time Web-Development Course

SKILLS

FRONT-END

React/Redux
JavaScript
CSS/SASS/LESS
HTML 5
jQuery/AJAX
Bootstrap
D3

BACK-END

Ruby on Rails
PostgreSQL
ASP.NET CORE
C#
Java
Ruby
Git

PROFESSIONAL EXPERIENCE

FULLSTACK ENGINEER

DEPARTMENT OF PUBLIC WORKS – SAN FRANCISCO, CA, JUNE 2016 – MARCH 2017

- Conceptualize, designed, and built user and staff friendly automation websites
- Saved 160 weekly staff-hours by overhauling all procedures and systems to tailored digital alternatives

STRUCTURAL ENGINEER-IN-TRAINING

UMERANI ASSOCIATES DRAFTING DEPT. – PALO ALTO, CA, JUNE 2014 – SEPTEMBER 2014

- Modernized a library of macros for efficiency using AUTOLISP, shaving an average of 20 minutes each time a new .dwg file is created
- Demonstrated efficiency by writing scripts that computed complex calculations

SOFTWARE ENGINEERING PROJECTS

Cloud Casts

React, Redux, Ruby on Rails, PostgreSQL, ES6

- Developed a fully-featured podcast site that fetches live data for searching, browsing, and playing podcast episodes in real-time
- Designed an original, mobile-responsive UI/UX with modular screen layouts
- Implemented an image sampling algorithm that derives contrasting colors to dynamically generate asthetically pleasing color pallets

SF Subdivision Application System

ASP.NET Core, Entity Framework, Identity Framework, Code-First Workflow

- Self-taught in ASP.NET with Identity and Entity Code-First Frameworks in 5 days
- Standardized an online application system resulting in the completion of 3 months of backlogged projects within a timespan of week and a half.
- Converted a total of eight applications and 64 highly modular forms, all redesigned for a mobile-responsive and streamlined experience.

Synapsis, Machine Learning Visualization

JavaScript ES6, Vue, D3, Webworker

- Implemented and visualized a convolutional neural network that learns how to recognize handwriting from from the MNIST dataset

Procedural Level Pathfinder

- Implemented and depicted the Cellular Automa level generation algorithm, Polygon Addition and Subtraction algorithms, Concave Mesh generation, and A* Pathfinding

Data-Structures in 1000 words

- Implemented interactive animations for 12 essential data-structures often taught in upper-division CS classes