

Ahmed Hanafy

Junior Software Developer

Senior Computer Science student built several projects with different programming languages and interested in problem solving, cyber security, building software and learning new technologies

ahm3ddrawy@gmail.com ✉

+201144345627 📞

Cairo, Egypt 📍

linkedin.com/in/ahmeddrawy in

github.com/ahmeddrawy 🐙

WORK EXPERIENCE

Intern/Software Engineer Trackxy.com

02/2021 - Present

Remotely

We're a startup that provides tracking system as a service

Achievements/Tasks

- Helping in developing the backend API using **Laravel** PHP framework, **Postgres** database, and **Docker** containers

Contact: Mohammed Kamal - <https://www.linkedin.com/in/foxawy/>

PROJECTS

Built Node-js Restful API for online course platform (08/2020 - Present) 🔗

- Built a **RESTful API** for an online course platform including CRUD operations using **Node Js**, **express** and **mongo database**.
- Used **role-based authorization** and **JWT authentication**.
- Used **single responsibility** principle to separate the **models**, **middlewares** and **routes** from main application.

Hotel booking web application (11/2020 - 01/2021)

- Used Java **servlets**, **JSPs**, **Mysql** database, and javascript to develop a Hotel booking web application that has Admin dashboard and allow user to have a profile, reserve rooms in hotels and review hotels
- Used Java Mail to send verification mail using **SMTP** protocol
- Used Map box API to add search with Geo location
- Used **three layers architecture** to help in decouple the different application layers and enhance code usability

Bully Algorithm Simulation (11/2020 - 11/2020) 🔗

- Used **peer to peer** architecture and **java socket programming**, interprocess communication-message passing- without using threads or interprocess communication libraries to simulate Bully Algorithm used in **Distributed computing**

Online shop API 🔗

- Collaborated in developing a **REST API** for an online shopping system using **Java**.
- Used **scrum** methodology.
- Used **design patterns** and applied software engineering principles.

Server/Client Memory Game 🔗

- Used **socket programming**, **multi threading** and **Java swing** to implement Server side and Client side memory game.

EDUCATION

Bachelor Degree

Faculty of Computers and Artificial Intelligence,
Cairo University

09/2017 - 06/2021

GPA 3.51/4.0

Relevant Coursework

- Software Engineering and Design patterns
- Algorithms and Data Structures
- Advanced Operating Systems
- Parallel Processing

SKILLS

Design patterns

C++

Java

Python

Javascript

Node JS

Mongo db

Problem Solving

Git

REST APIs

SQL

typescript

Algorithms and Data structures

PHP

Docker

Linux

Object Oriented Programming

ACHIEVEMENTS AND PARTICIPATIONS

5th place out of 30 teams in FCAI Collegiate Programming contest (09/2019)

Qualified to ACM ACPC (Arab and Africa Collegiate Programming Contest) (12/2019)

Solved more than 600 algorithmic problems on different competitive programming platforms 🔗

Solved various Capture The Flag challenges for web application security, reverse engineering and Linux security

INTERESTS

Software Engineering

Cyber Security

Artificial Intelligence

Reading

Problem solving