**Mohamed Moshrif**



Entrepreneur | Software Engineer | Published Author/Novelist

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Summary

An Entrepreneur, Engineer and Novelist. I got over 12 years of combined diverse experience under my belt that spans all aspects of software development whether it's technical, business, management or educational.

I spent my entire career between Egypt and Unites States, working for companies like Microsoft and also starting and joining a couple of startups.

Specialties: I love diversity, I almost read in everything. Although I am a software engineer, I also read in psychology, space. I also write science fiction stuff.

Skills & Expertise

|  |  |  |
| --- | --- | --- |
| **C#**  **C++**  **C**  **Visual C++**  **Visual Basic**  **Visual Basic .Net**  **.NET**  **Windows Forms**  **Objective-C**  **Structured Programming**  **Object Oriented Design**  **Object Oriented Programming**  **ANSI SQL**  **SQL Server 2000-2008**  **HTML**  **XML**  **XSL**  **Communication Skills**  **Unity3D** | **ASP.NET**  **Web Services**  **DirectX**  **HLSL**  **GDI**  **GDI+**  **Game Programming**  **OpenGL**  **Win32**  **Windows Sockets**  **Algorithms**  **Data Structures**  **Software Engineering**  **Enterprise Software**  **COM**  **COM+**  **Relational Databases**  **Written and Oral Presentation Skills** | **Design Patterns**  **Software Design**  **Database Development**  **Windows**  **Mac OS**  **iOS**  **Java**  **Image Processing**  **Mobile Applications**  **iPhone/iPad Development**  **CSS**  **Access**  **Assembly**  **T-SQL**  **C/C++ STL**  **User Interface**  **Database Administration**  **Cross functional team building & Collaboration** |

Experience

**SDE II – Senior Level – Microsoft China (Ltd.) – Suzhou, China**

November 2013 – Now

Working with Microsoft Bing/Windows Phone R&D teams in building Cortana for Windows Phone.

**Technical Director – Fifth Dimension Agency – Cairo, Egypt**

March 2013 – November 2013

Fifth Dimension (5d) is a merger of five creative and technology oriented agencies (Mega Media Creative Development, Dream Makers, Global Technologies, Tonic Games and Small World Interactive) specializing in different areas to form a one-stop-shop delivering customer oriented digital marketing consulting, solutions and services company.

My role is managing a medium size team that is responsible for the production of both the augmented reality and gaming solutions and takes every single product from early requirements collection all the way into production and release. The applications we release are built on different platforms: iOS, Android, Facebook, Windows and Mac OS

We use Unity3D, Vuforia for augmented reality and C#

**Senior Software Engineer - Contract at Microsoft – Redmond, WA, USA**

October 2011 - March 2012 (6 months)

Microsoft Office 365 development team.

**Senior Software Engineer / Co-founding employee at Lumier Co. – Seattle, WA, USA**

February 2011 - October 2011 (9 months)

I built a whole windows shell replacement on my own. My main responsibilities were to build a windows shell replacement using Direct2D, my secondary job was to help building WPF equivalent engine that is capable of dealing with XAML files that are generated from tools like Expression Blend using hardware acceleration though Direct2D but with better performance

**SDE II at Microsoft Games Studios – 343 Industries – Kirkland, WA, USA**

April 2010 - February 2011 (11 months)

Worked on the next Halo (Halo 4) title by working on the backend services. Daily job responsibilities were mainly reverse engineering of old Halo services code to better utilize them into the new Halo title and build documentations out of that code. Also debugging and testing the code that Microsoft inherited from Bungie Studios

*3 recommendations available upon request*

**Co-Founder / North America Representative at Timeline Interactive – Redmond, WA, USA**

June 2008 - April 2010 (1 year 11 months)

Languages and Tools: C++/C#/Unreal Engine

Responsible for communications with publishers in North America + Business Advisor / partner.

The role in Timeline was more of a business role. The role included attracted about 10M EGP from venture capital house plus getting a contract with Ubisoft for publishing the video game.

*2 recommendations available upon request*

**Software Design Engineer II at Microsoft - SQL Server Development Team – Redmond, WA, USA**

May 2006 - April 2010 (4 years)

During my work period in SQL Server, I built or helped building these components:

1- Helped building SMO framework for SQL Server(C# & T-SQL): it was a data model framework for users who would like to deal with SQL Server without directly writing any T-SQL and doing that through code. SMO stands for Sql Management Objects.

2- Hosted SMO framework inside SQL Server CLR (C# & T-SQL): so people could use call SMO objects directly from T-SQL without the need to build any extra applications for that.

3- Helped building DMF (C# & T-SQL): DMF stands for Declarative Management Framework, which is basically the framework that was built for SQL Server 2008 to enable policy based management. I was part of the team building the framework and the other code parts that the framework was based on.

4- Helped building Sfc (C# & T-SQL): When many teams in SQL organizations began to build their own frameworks for their components (RS, SS, RE, etc.) there was a need to build a base framework that all teams could utilize to build their frameworks without the need to keep rewriting and reinventing the same code again.

5- Helped building / fixing SSMS (C#, C++ & Win Forms): SSMS is the SQL Server Management Studio. It was based on Visual Studio shell and all UI was based on Windows Forms and C# (Except for the visual studio shell parts that were based on C++)

6- Built the whole data layer for SQL Server multi-server management (C# & T-SQL): I built the data layer for the new feature in SQL Server 2008 R2 which is called “SQL Server multi-Server management” which was designed to deal with terabytes of data. I also built more than 50% of the testing framework by building a complete simulation tool to simulate load and data inside the database over time which the test team utilized later and built their whole test framework on.

**Software Performance Engineer at Microsoft – Redmond, WA, USA**

March 2006 - May 2006 (3 months)

Building and maintaining software solutions that test and monitor SQL Server performance matrices.

**Technical Leader at NTP Software – Cairo, Egypt**

December 2005 - February 2006 (3 months)

Language and Tools: Visual C++, Visual C#, ASP.Net, Com, Com+, Windows and Web Services.

Responsible for the management and development for many software solutions and was managing a team of 4 developers.

*2 recommendations available upon request*

**Software Developer at Sakhr Software House – Cairo, Egypt**

July 2005 - September 2005 (3 months)

Department: Testing Unit.

Languages and Tools: Visual C#, Visual C++, Com.

Roles: Responsible for the creating and documentation of some products SDK.

**Game Developer and Interactive solutions Engineer at Interactive TV solutions** **– Cairo, Egypt**

January 2004 - July 2004 (7 months)

Position: Software Developer

Languages and Tools: Visual C#, DirectX9, GDI+.

Responsible for the creation of many interactive solutions and 2D/3D games. The main job was to build 3D games for interactive TV where the user would play the 3D game through his cell phone while watching his favorite TV show. The game would only take a portion of the TV screen to display.

*1 recommendation available upon request*

**Software Engineer at Ractors – Cairo, Egypt**

August 2003 - January 2004 (6 months)

Position: Software Developer while being at school

Languages and Tools: Visual C++, Hooking and APIs Interception.

Roles: Responsible for the creation of the interception and capping model inside many of the company's products. The company was building a security application that forces selected or all application in windows to connect to the internet through one or more proxy servers. I built a solution that was based on API interception to intercept all calls to networking APIs and reroute them through the new APIs that were built for the software.

Publications

**Legends: Nomory**

Lulu Publishing September 16, 2014

Author: Mohamed Moshrif

This is about a war between two alien species far away from us both in time and space. It was the war that we became part of without our knowledge, a war that shaped our history once and left us a lot of mystery and yet it comes again to shape our future. A war where legends like vampires, werewolves, the gods of the Olympus, and Atlantis were born. Would we be able to stand and fight for our future or we will end up forgotten into the history?

**American Judicial System: Is it about Power, Business or Justice?**

Amazon Kindle / Apple iBook August 24, 2013

Author: Mohamed Moshrif

If you believe that justice, constitution and human rights exist in the United States of America, think again because it is not true!

This is a quick walkthrough the American Judicial System to show you how corrupted, flawed and biased the system really is.

Projects

**Microsoft Corporation**

**Office 365**

October 2011 to March 2012

Members: Mohamed Moshrif

Building admin tools for Office 365 backend databases

**Microsoft Games Studios**

**Halo 4**

April 2010 to February 2011 Members: Mohamed Moshrif

Worked on the next Halo (Halo 4) title by working on the backend services. Daily job responsibilities were mainly reverse engineering of old Halo services code to better utilize them into the new Halo title and build documentations out of that code. Also debugging and testing the code that Microsoft inherited from Bungie Studios

**Sparrow / Lumier**

February 2011 to October 2011 Members: Mohamed Moshrif

I built a whole windows shell replacement on my own. My main responsibilities were to build a windows shell replacement using Direct2D, my secondary job was to help building WPF equivalent engine that is capable of dealing with XAML files that are generated from tools like Expression Blend using hardware acceleration though Direct2D but with better performance.

**Timeline Interactive Inc.**

June 2008 to April 2010 Members: Mohamed Moshrif

This was a startup company that I started with other partners and was able to secure a funding of more than 10 million EGP and was able to secure the first contract with Ubisoft.

**Microsoft Corporation**

**SQL Server 2005 SP2 / SQL Server 2008 / SQL Server 2008 R2 / SQL Server 2011**

March 2006 to April 2010

Members: Mohamed Moshrif

Education

**Heriot-Watt University – Edinburgh Business School**

Edinburgh, United Kingdom

Master of Business Administration (MBA). MBA with Specialism in Strategic Planning

2014 – Now

Working on getting my MBA with specialism in Strategic Planning

**Ain Shams University**

Cairo, Egypt

Bachelor, Computer Science, 2001 - 2005

Activities and Societies: • Was a member of the students’ union while at school. I was responsible for all social activities for my college.

•Had given full Object-Oriented Programming with C# and ADO.Net courses in Faculty of Computer Science Ain Shams in 2003, in addition to many other seminars.

•Had given a full 3D Game Programming with DirectX course in Faculty of Computer and Information Sciences Ain Shams University in 2004.

*3 recommendations available upon request*

**El Makrizy Experimental Language School - Manshiet El Bakry - Cairo**

High School, GED, 1998 - 2001

|  |  |  |
| --- | --- | --- |
| Languages |  |  |
| **English** | (Native or bilingual proficiency) |  |
|  |  |
| **Arabic**  **French** | (Native or bilingual proficiency)  (Elementary proficiency) |  |
|  |  |

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**15** people have recommended Mohamed

“I worked with Mohamed at Fifth Dimension it is a big pleasure for me working with him. He has been always a reference to me. He is the type of leaders who handles pressure very well at rush hours and makes his team members feel that everything is going to be alright. He has strong management skills and can always find the missing puzzle in any kind of situations we face. I personally enjoyed working with him and I recommend him for any challenging managerial positions”

**— Mohamed Moghazy***, Game Developer at Etana*, Mohamedreported to Mohamed at Fifth Dimension (5d)

“I worked with Mohamed at Fifth Dimension and I can say that I really enjoyed to work with him because he is very talented developer and Excellent Team Leader he can solve any problem the team has and he was deliver on time the projects and even before the dead line at the end I can say I really learned from him too many things   
definitely I will work with him again on the future”

**— Belal Badr***, Game Developer at Independent Game Developer*, Belalreported to Mohamed at Fifth Dimension (5d)

“I worked with Mohamed at Fifth Dimension he was good team leader also magician in finding solutions, Creative Ideas and he always pushing us to extend team limits and also his reputation precedes him in any company knows we worked under his lead.

I'd work with Mohamed on any Future Projects and i consider him a mentor, and he is a valuable asset to any team he joins.”

**— Mohamed Nasr***, EMC Software Engineer at infasME*, Mohamed reported to Mohamed at Fifth Dimension (5d)

"Mohamed is a "get things done" kind of developer. One of his great strengths that I appreciated as his manager was that I could set him on a task, and --- to the best of his ability --- he would work tirelessly on it until it was complete. Mohamed shows the kind of raw horsepower that, channeled effectively, forms the basis of a highly productive team."

**— Todd Fiala***, Senior Developer Lead, SQL Server, Microsoft Corporation*, managed Mohamed at Microsoft

"I worked with Mohamed during the development of SQL Server 2008. Mohamed is one of the fastest coders I have seen around here at Microsoft. He is able to pick up new areas quickly. He is smart and has a lot of feedback on design. As he matures as a developer I expect quite a bit from him. A diamond in the rough."

**— Michiel Wories***, Technical Lead (SQL Server), Microsoft*, managed Mohamed indirectly at Microsoft

"Mohamed and I worked together at Microsoft on the SQL Server 2008 product - he responded instantly and professionally to all developer requests I had on the design for my features."

"Mohamed worked on the same team with me on SQL Server. His work was always exemplary, and he was integral to our success!"

**— Buck Woody***, Program Manager, SQL Server, Microsoft*, worked directly with Mohamed at Microsoft

"I first met Mohamed when I was speaking at a Microsoft Conference that he attended. It was clear from our first conversation that he is an exceptional programmer and is very passionate about the technology. I have kept contact throughout many years and each time we talk about the state of the technology landscape he is keenly aware of what matters. I would work with Mohamed in a second if given the opportunity.”

**— Patrick Hynds***, President, DTS,* worked directly with Mohamed at Critical Sites

"I worked with Mohamed at Timeline he was innovative and creative, and you can count on him that he will keep coming with ideas and solutions that no own thought of, He also persistent and consistent he was one of the key members that helped us form Timeline Interactive he helped us in doing a lot of presentations and made sure we had enough material and documents to support our cause. I also worked with him at the University he was energetic and never gets tired. He keeps looking for solutions and improvements he was one of the people that pushed me towards being a better person and professional. I'd work with Mohamed on any future business and always consider him to be a valuable asset to any team he joins."

**— Yasser Rihan***, Senior Software Engineer, Timeline Interactive*, worked directly with Mohamed atTimeline Interactive

"When you are looking for the most energetic person in the team who starves for learning new technologies and always pushing the team limits forward, you will come across Mohamed Moshrif. I have worked with him in many projects during my study in Ain Shams University and I always found him very intelligent and reliable and I would highly recommend him to anyone."

**— Mohamed Samir Ali***, Student, Ain Shams University*, worked directly with Mohamed at Timeline Interactive.

"Besides being a very competent, analytical, detail oriented, and versatile software engineer, his willingness to put in the extra effort, and go above and beyond, sets him apart from the norm. I would strongly recommend Mohamed to anyone."

**— Waleed Ali***, Senior Software Engineer, CriticalSites*, worked directly with Mohamed at Critical Sites

"Mohammad is a dedicated, result oriented manager - He never loses sight of objectives - achieving them without hassle. In the time we worked together - he significantly added to the quality and performance of the development team at CriticalSites. He also helped in building and evolving the development process when we were growing the development team. When it comes to technical expertise, Mohamed was ahead of his peers, learning new technologies as they're released - as well as implementing them in real life projects."

**— Hossam Eldin Bayoumy***, Program Manager, NTP Software*, worked directly with Mohamed at CriticalSites

"Mohamed Moshrif, was a junior developer in our company, that showed excellent creative tralents in software development. He is tactical, professional and has strong will to meet deadlines, with a professional attitude. He is a reference, to honest, controlable and documentable project work, that any group of professionals, would like to be part of."

**— Ayman Hedayat***, General Manager - Business Consultant, NET Co. // NET Exports*, managed Mohamedindirectly at interactive TV solutions

"Mohamed is one of the smartest engineers I met. We studied Computer Science together; I was always impressed by his problem solving abilities and out-of-the-box thinking/ideas. Using his exceptional abilities and by learning from others during his 5 years career at Microsoft, Mohammed possess great technical depth/knowledge needed to make his job at any company, a success! "If you want to get something done, right and fast then give it to him"; This is how his managers at Microsoft viewed Mohamed."

**— Mohammed Elshall***, Software Development Engineer II, Microsoft*, studied with Mohamed at Ain ShamsUniversity

"I can recommend Moshrif as a person with great expertise and deep background of IT solutions. He was a fantastic person to work with. Customer focused employee. Innovative expert with boundless energy. Is able to work in a fast-paced environment."

**— Maged Abdelkhalek***, Student, Ain Shams University*, studied with Mohamed at Ain Shams University

"Mohammed is a very brilliant developer who always finds the solution to do what he needs to do."

**— Mustafa Almaasrawi***, Student, Ain Shams University*, studied with Mohamed at Ain Shams University