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|  | Abdalla Mohamed | | |  |
|  |  | [**Snipex157@gmail.co**](mailto:%20Snipex157@gmail.co)**m** | |  |
| **EDUCATION** |  |  |  |  |
| **+20 120-660-0469** | |  |  |

Alexandria University, Faculty of Engineering

**CANDIDATE FOR B.S. IN COMPUTER AND COMMUNICATION ENGINEERING**

**Expected Jun 2019**

*Relevant Coursework*:•MP101 Math I•MP102 Math II•MP103 Math III•MO104 Math IV • CC273 Data Structures I • MP301 Probability and Statistics • CC181 Discrete Structures for Computing • EME207 Electric Circuits I • CC202 Electric Circuits II • Programming 2

**PROJECTS**

SIMPLE DBMS

* A Java project that can execute simple CRUD operations of a database and store the data in XML-files then parse the data during data retrieval

DRAWING PAINT

* A drawing paint application with a graphical user interface that can draw multiple graphical shapes, colour them, and has also multiple features such as undo, redo, delete, colorize, edit, and import plugin

CIRCUS ON PLATES

* Circus on plates application is a game developed using a basic engine. The aim of the project was to test the understanding in design patterns and implementing them in a proper way.

**MY GITHUB:**

**snipexx122**

**SKILLS**

**Proficient:**

* Java
* C++
* C
* Design Patterns