

SUMMARY

Full-Stack Software Developer with a passion for coding and creating responsive web applications. I have experience working with remote developers, proficiencies in HTML, CSS, SASS, JavaScript, Ruby, Ruby on Rails, and React/Redux, and am able to adapt to new technologies quickly and efficiently.

SKILLS

Front-End: JavaScript, React, Redux, HTML5, CSS3
Back-End: Ruby, Rails, SQL
Tools & Methods: Git, GitHub, Heroku, Netlify, Mobile/Responsive Development, RSpec, TDD, Chrome Dev Tools
Professional: Remote Pair-Programming, Teamwork, Mentoring

EXPERIENCE

HIGHLIGHTED PERSONAL PROJECTS

Freelance - Full Stack Web Developer

Remote
Feb, 2020 – Present

- Order-From-Restaurants – This static website simulates ordering food from different restaurants in Egypt. This website has home, search, and details pages.
- Built with: (Html - Css)
 - [GithubLink](#)
- Tic-Tac-Toe-Game – This is a game that makes users/players have a fun time.
- Built with: (Ruby - RSpec)
 - [GithubLink](#)
- Ruby-Linter – This custom linter deals with the idea of checking ruby script and looking for syntax. It checks some of the unexpected actions in the code.
- Built with: (Ruby - RSpec)
 - [GithubLink](#)
- ExpensesRegulator – The purpose of the expenses regulator is to manage users to count their expenses and organize groups of expenses.
- Built with: (Ruby - RSpec - Ruby on Rails - Html - Sass/scss)
 - [GithubLink](#)
- Star-Wars-Game – In this project, I build a shooter game using JavaScript's framework phaser3. It is an open-source framework for Canvas and WebGL powered browser games. This game has 4 scenes: gameOver, leaderBoard, main and mainMenu.
- Built with: (Javascript - Webpack - Phaser3 - Jest)
 - [GithubLink](#)
- HappyMeal - Build a restaurant menu for clients to see different food categories, filter them and see details for every meal.
- Built with: (React.js - Css - @redux-toolkit - Jest)
 - [GithubLink](#)

MICROVERSE

Mentor (Volunteer)

Remote
Jan, 2021 – Present

- Mentored junior web developers, providing technical support through code reviews.
- Proposed improvements to code organization to improve code quality and overall performance.
- Provided advice and tips on how to maintain motivation to maintain longevity in the program.

EDUCATION

MICROVERSE

Remote Full Stack Web Development Program, Full Time

Dec, 2020 – Present

- Spent 1300+ hours mastering algorithms, data structures, and full-stack development while simultaneously developing projects with Ruby, Rails, JavaScript, React, and Redux.
- Developed skills in remote pair-programming using GitHub, industry-standard gitflow, and daily standups to communicate and collaborate with international remote developers.