Iyad Ahmed

Al Gharbiyah, Egypt

✉ iyadahmed430@gmail.com   📞 201017671568

in linkedin.com/in/iyadahmed

Summary

Software Developer, Python, C, C++

E-Mail: iyadahmed430@gmail.com

Experience

Python, C and C++ developer

Trinumedia

Oct 2020 - Present (2 years 9 months)

C, C++ and Python software development for Bforartists fork of Blender

Python, C and C++ developer and 3D artist

Aug 2016 - Present (6 years 11 months)

Blender Python Developer

New Media Supply

Aug 2021 - Present (1 year 11 months)

Blender Python Developer

Crowdrender

Aug 2022 - May 2023 (10 months)

Course Instructor

Techy School

Oct 2022 - Nov 2022 (2 months)

Python and Arduino course instructor

Software Team Member

Squad X Team

Aug 2020 - Aug 2022 (2 years 1 month)

Created a multi-threaded GUI to communicate with Arduino through UDP, and display multiple camera streams using Python, PyQt5 and OpenCV-Python

Computational Geometry Software Developer

Atomica AI

Feb 2022 - Mar 2022 (2 months)

Developing geometry processing tools and operations in C and C++

Blender Python Developer
3Sixty
Aug 2021 - Mar 2022 (8 months)
Processing 3D geometry and creating user interactive 3D tools using Blender Python API

Blender Python Developer
3Sixty
Aug 2020 - Mar 2022 (1 year 8 months)

Education

Tanta University
Undergraduate, Computer and Information Sciences, General
Dec 2021 - Aug 2025

Licenses & Certifications

Fundamentals of Research Writing - International Accreditors for Continuing
Education & Training (IACET)
A00266715

Python 3 course - Sololearn
1073-1901889

C++ course - Sololearn
1051-1901889

C course - Sololearn
1089-1901889

Intro to machine learning - Kaggle

Intermediate Python - Sololearn
1901889-1158

Python Data Structures - Sololearn
1901889-1159

Amazon Public Cloud NTI Summer Training - National Telecommunication Institute
(NTI)

Python (Basic) - HackerRank

Scientific Computing with Python - freeCodeCamp

Skills

Algorithms • Linux • Software Development • Teaching • Arduino • Blender • Adobe Photoshop • Python (Programming Language) • Object-Oriented Programming (OOP) • 3D Graphics