

HESHAM SALEH

Computer Engineering Undergraduate

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EXPERIENCE

Software Development Intern

Summer 2017

POET GmbH

- Contributed to the development of a web-based internal HR System written in **Java**. The project was managed in JIRA using the Scrum agile framework with weekly sprints. TortoiseSVN was used for version control.
- Modified and refactored multiple JSP and Java Servlet files which led to around 40% reduction in code.
- Implemented new website features using HTML, CSS, Bootstrap 4 and jQuery.

SKILLS & TECHNOLOGIES

Most experience with Java, HTML, CSS, JavaScript, Git, Photoshop.

Some experience with Swift, Node.js, Express.js, SQL, C, C#, Bash, JIRA.

Technical knowledge in OOP, UI Design, MVC, Networks, Data Structures.

PROJECTS

TriviaBot ([trivia game solver bot](#)) - Python 3, Bash

- Programmed a script that takes a screenshot of a trivia game question, extracts the text using Tesseract OCR and scrapes the internet for the most relevant answer, returning it in less than 5 secs with an 80% average success rate.

Erkab ([ride-sharing website](#)) - Node.js, MongoDB, JavaScript, HTML, CSS

- A student centric ride-sharing website. It receives requests from car owners and commuters, matching them based on pickup time/location then connects both parties upon a successful match.
- Spearheaded all frontend development, conceptualized the ride matching algorithm and contributed to backend tasks.

Suggestify ([music artist recommendation app](#)) - Java

- A desktop app that suggests similar artists based on the users' current favorites, allowing them to create a new playlist with the results through the Spotify® API.
- Developed the application GUI using JavaFX and supported backend development.

WeatherNOW ([weather forecast iOS app](#)) - Swift

- Built a weather app that calls the OpenWeatherMap API and parses JSON to retrieve 10 day weather forecast data.

Magic Mushroom ([computer game](#)) - C#, Unity3D

- A simple 3D Endless runner/shooter style game developed within 36 hours.
- Programmed obstacle movement, enemy pathfinding and designed the main menu screen.

EDUCATION

Bachelor of Science (B.S), Computer Engineering

09/2014-present

Arab Academy for Science and Technology

GPA: 3.8/4.0

AWARDS & ACTIVITIES

2017 **1st Place, Best Web Application (Erkab)**
AAST Dean of Computer Engineering

2015 **Certificate of Talent**
The Quest by Unilever Business Competition

2013-2014 **Student Body President**
The British School of Alexandria

2012-2016 **Graphic Designer**
Freelance