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Ahmad Abd El-Fattah Haggag

Personal Information

Nationality: Egyptian
Date of Birth: 9 August 1983
Place of Birth: Cairo
Marital status: Married & has 3 kids
Military status: Exempted
Languages: Arabic (*mother tongue*) & English (*fluent*)

Objective

Apply computer science knowledge and techniques to serve the Arabic language and the islamic world.

Education & Certifications

- 2001 – July 2005 University of Ain-Shams Cairo
Bachelor of Computer Science
- February 2003 University of Cambridge Cairo
Got the FCE (*First Certificate in English*) Certificate
- 1997 - 2002 British Council & AUC Cairo
English courses: Achieved the Pre-Advanced level.
- June 1999 University of Cambridge Cairo
Got the PET (*Preliminary English Test*) Certificate

Experience

- September 2010 – March 2013 **NTP Software** Cairo
Software Architect (@ www.ntpsoftware.com)
(Design and plan new projects & develop using C++, MFC and .NET, and others)
(Also responsible for technically interviewing and hiring talented developers, managing a team of developers, and)
- October 2006 – September 2010 **NTP Software** Cairo
Team leader & senior developer (@ www.ntpsoftware.com)
(Using C++, MFC and .NET)
(Also responsible for technically interviewing and hiring talented developers, managing a team of developers, and designing and planning new projects)
- March 2006 – October 2006 **Critical Sites/NTP Software** Cairo
Software developer (@ www.ntpsoftware.com)
(Using C++, MFC and .NET)
- July 2005 – May 2006 **Sakhr** (www.sakhr.com) Cairo
Software Developer at the OCR & Localization Department
(Using C/C++, Win32 APIs, MFC and .NET)

- Developed a full Telemarketing system using C#, ADO.NET and SQL Server 2000 for GBS – *Global Business Solutions Company* – for their day to day use. **(2004)**

Interests

- ➔ Reading & extending computer science subjects & concepts.
- ➔ Learning new programming languages and eager to learn and use new technologies.
- ➔ Learn computer science techniques and software engineering disciplines to produce high performance and scalable software.

Skills

Programming:

- C/C++ & STL
- Win32 API programming & MFC
- Network Programming
- Advanced Windows Programming skills: (Multi-Threading, inter-process communication, GUI programming)
- Experience in developing for NetApp, EMC, and Hitachi platforms using C++
- Solid understanding of the .NET technology
- WCF
- C# & Database programming using ADO.NET – ***(Developed a system for the telemarketing department in a company named GBS)***
- ASP.NET and XML – ***(Developed a small Content Management)***
- PHP
- Python (and Google AppEngine)
- JavaScript
- Relational database design, implementation, and SQL
- Graphics programming using GDI/GDI+, OpenGL, Direct3D & SDL
- COM

Concepts:

- Solid understanding of Computer Science concepts (*Algorithms, Data structures, OOP, OOD, Design Patterns & Programming Best Practices*)

- Re-factoring Legacy Code (***Re-factored some parts of a large scale project with more than 1/2 million lines of code – at Sakhr***)
- Advanced Windows debugging (Memory leaks analysis, crash analysis, hang analysis, dead-lock analysis, ...etc)
- GIS and maps programming
- Good experience with various web hosting techniques and methodologies.
- Good experience with cloud computing
- UML Modeling & Concepts
- Compilers programming & strings parsing
- Artificial Intelligence techniques & programming
- Basic understanding of Encryption/Decryption techniques
- Solid understanding of Operating Systems techniques

Applications:

- Microsoft Visual Studio 6.0 to 2010
- WinDbg: Advanced Windows applications debugging
- Microsoft SQL Server, Access, and SQLite (*Development*)
- InstallShield Developer
- Average knowledge in Windows Server
- Basic knowledge of installing and using Linux operating systems
- Drupal

Management, technical interviews, customer relations:

- Led small group of developers; including planning, designing, distributing tasks on them.
- Responsible for writing/reviewing Requirements Specification and Design Specification documents for projects assigned to my team.
- Developed a technical interviewing process in my company, and interviews 10s of developers.
- Acted as the technical contact person for my company, several times, when dealing with customer problems, deployments, and partners.
- Was awarded employer of the month twice in CriticalSites, as well as other awards.

Projects

(*For more details about some of my individual projects, please check my web site www.typingstorm.com)*

- Acted as the main technical consultant and lead developer in a huge Intel Egypt project for the Saudi Arabian government. The project involved using several technologies.
- Responsible for maintaining and developing new features for QFS – the main product in NTP Software. As well as other products.
- Developed a new version of www.alnasiha.net using Drupal and PHP.
- Developed new features in Sakhr Arabic OCR product.
- Developed a simulation program that models the hydraulic and quality behavior of water distribution piping systems. (*a freelance work using MFC*) (**2006**)
- Developed a complete Puzzle Game with multimedia using C#, GDI+ and XML. (**2005**)
- Developed a Content Management System using ASP.NET 2.0, C#, Dreamweaver, XML and SQL Server 2005. This CMS was used create the first version of www.alnasiha.net. (**2005**)
- Developed a Speech Processing Utility using C#. (**2005**)
- Developed a small compiler for the Tiny C Programming Language using C# and parsing techniques. (**2005**)
- Developed a full Telemarketing system using C#, ADO.NET and SQL Server 2000 for a company named GBS – *Global Business Solutions Company*. (**2004**)
- Helped in the development of a First-Person game (like QUAKE III) using OpenGL & C#. (**2004**)
- Developed the AI system for the First-Person game described above using C# — *Artificial Intelligence for Non-Player Characters*. (**2004**)
- Developed Forums system as college project using ASP.NET, C#, ADO.NET and SQL Server 2000. A college project with two colleagues. (**Summer 2003**)

- Developed *Connect 4* game using C. A college project with a colleague. (**2002**)
- Developed simple Registration and Signing in System for a website for my college using CGI/Perl. (**Summer 2002**)

Graduation Project

July 2005

3D Interactive Infrastructure for Real-Time Real World Simulation:

Grade: Excellent (From the best 3 graduation projects in the year)

It is a system for developing 3D Simulation Systems and Video Games that simulates real world visually with all its features; including artificial intelligence system with a scripting engine and many other powerful features.

I was responsible for the AI subsystem research. My idea was accepted and adopted to the project and proved very successful and later was applied commercially. I've also developed the Input Engine.

Used C# and DirectX