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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
- June 1999 University of Cambridge Cairo
Got the PET (Preliminary English Test) Certificate
- 1997 - 2002 British Council & AUC Cairo
English courses: Achieved the Pre-Advanced level.

Experience

- **3/2013 – Now** Software Engineer@**e-Sealed/ComSpots** Riyadh
 - Role: Develop companies web and backend services projects for government and private sector clients.
 - Achievements:
 - Developed using Drupal: moi-club.sa, www.e-sealed.com, www.comspots.com, and several other portals.
 - Developed several RESTful APIs and web apps using Laravel.
 - Technologies: Drupal, Laravel, PHP, AngularJS, Backbone.js, JavaScript, Linux, Git, Nginx, ASP.NET MVC, ASP.NET Web API, MySQL, Microsoft SQL Server, Active Directory.

➤ **9/2010 – 3/2013** Software Architect@**NTP Software** Cairo

○ Role:

- Design, plan, and develop new products and maintain company's main product; QFS (Quota & File Sentinel).
- Train developers on latest technologies and computer science concepts.
- Write SRS (*Software Requirement Specification*) documents.
- Write DDS (Detailed Design Specification) documents.

○ Achievements:

- Implemented QFS (*the world's most popular storage management software on SAN/NAS/Windows*) on the HNAS (*Hitachi NAS*) platform.
- Developed www.ntpsoftware.com using Drupal 7.

○ Technologies: C++, C++11, .NET, Concurrency, Active Directory, Windows APIs, WinDbg, Linux, Git, ONTAP, EMC Celerra, BlueArc NAS, HDS HNAS, Drupal, PHP, Acquia Cloud.

➤ **10/2006 – 9/2010** Team Leader@**NTP Software** Cairo

○ Role:

- Develop new products and maintain company's main products; mainly QFS (*Quota & File Sentinel*).
- Interview and hire talented developers.
- Manage team of C++ developers.
- Write SRS (*Software Requirement Specification*) documents.
- Write DDS (Detailed Design Specification) documents.
- Debug customer issues.
- Coordinate with EMC and HDS engineers to architect an OS compliant with QFS.

○ Achievements:

- Implemented QFS (*the world's most popular storage management software on SAN/NAS/Windows*) on the EMC Celerra platform.

○ Technologies: C++, Windows APIs, MFC, .NET, Concurrency, ONTAP, EMC Celerra, WinDbg.

- **3/2006 – 10/2006** Software Developer@**NTP Software** Cairo
 - Role: Develop new products and maintain company's main products; mainly QFS (*Quota & File Sentinel*).
 - Technologies: C++, C#, Windows APIs, MFC.
- **7/2005 – 5/2006** Software Developer@**Sakhr**(sakhr.com) Cairo
 - Role: Develop and maintain Sakhr OCR; the most popular Arabic OCR in the world.
 - Technologies: C++, C#, Windows APIs, MFC.
- **2004 –** Developed a full Telemarketing system using C#, ADO.NET and SQL Server for GBS (*Global Business Solutions Company*) for their day to day use.

Interests

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

Skills

Technologies:

- Web: Drupal, Laravel, AngularJS, Backbone.js, ASP.NET MVC, ASP.NET Web API, XML, JSON.
- Programming Languages & Libraries: C/C++ & STL, PHP, JavaScript, C#, .NET, ADO.NET, Python.
- Database: Database design and implementation on Microsoft SQL Server, MySQL, SQLite.
- Tools: Git, Git Flow Nginx.
- Development Platforms: Linux, Windows, Mac OS, Google App Engine, AWS.
- Network: RESTful APIs, HTTP, WCF, Sockets Programming.
- Advanced Windows Programming skills: Multi-Threading, inter-process communication, crash dump analysis and debugging using WinDbg.

- Experience developing for NetApp, EMC, and Hitachi NAS devices using C++.

Concepts:

- Solid understanding of Computer Science concepts (*Algorithms, Data structures, OOP, OOD, Design Patterns & Programming Best Practices*)
- Refactoring Legacy Code **(Refactored Sakhr OCR – more than 1/2 million lines of code)**
- Advanced Windows debugging (Memory leaks analysis, crash analysis, hang analysis, deadlock 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 2013
- WinDbg: Advanced Windows applications debugging
- Microsoft SQL Server, Access, and SQLite (*Development*)
- InstallShield Developer
- Average knowledge in Windows Server
- Basic knowledge of installing and administrating Linux operating systems.
- Git and Git Flow.

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 NTP Software, as well as other awards.

Projects

see www.haggag.net

- 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: WCF, RFID, C++.
- 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

Project Name: 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