

Mohamed Ali Mohamed

BACK-END DEVELOPER (.NET)

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Objective

Motivated fourth-year Computer Science student at Ain Shams University with strong experience in programming and web development. Proficient in .NET backend development and skilled in problem-solving. Eager to apply my technical expertise to real-world challenges.

Education

UNDERGRAD STUDENT@ FACULTY OF COMPUTER SCIENCE 2021 – present
(COMPUTER SYSTEM DEPARTMENT)
AIN SHAMS UNIVERSITY
General Grade: Good

Experience

Digital Egypt Pioneers Initiative 6/2025 – present

Full Stack .NET Web Developer Trainee

- Gained practical experience in Full-stack development using ASP.NET and Angular frameworks.
- Developed skills in frontend and backend integration.
- Enhanced key soft skills, including communication, career planning, and personal branding.
- Explored freelance opportunities and prepared for the job market through guided training.

Skills & abilities

- **Programming Languages & Frameworks:**
Java, Python, C, C++, C#, SQL, MySQL, .NET Core, ASP.NET (WinForms), ASP.NET Core MVC, ASP.NET Core Web APIs, LINQ, Entity Framework.
- **Tools & Technologies:**
Visual Studio, Eclipse, Git, GitHub, Jira, OpenProject, Microsoft Office, Google Workspace.
- **Development Methodologies:**
Agile, Scrum.
- **Core Competencies:**
Object-Oriented Programming (OOP), Data Structures & Algorithms, Software Engineering Principles, Operating Systems, MVC Architecture.
- **Other Skills:**
Project Management, Problem Solving, Probability & Statistics, Strategic Thinking, IT Operations.

Activities

- **Head of Scientific Committee** – Student Union (2024)
- **Member, Scouts Committee** – Student Union (2022)
- **Member, Media Committee, Linux Committee** – OSC
- **Member, Network Security Committee** – Cyberus Stud

Projects

Pacman Game

- Developed a Pac-Man game in C++ using SFML, featuring multiple difficulty levels and ghost AI behaviors.
- Implemented a secure user authentication system with password hashing for data protection.
- **Designed a score tracking system to store and display top 3 scores for each user.**
- Built a GUI for menus, login, registration, and score display using SFML.
- Technologies: C++, SFML, hashing, file I/O, BFS algorithm.

Examination System Database

- Developed a normalized database schema to store question pools, exam configurations, student answers, and results.
- Implemented stored procedures and functions for core system tasks, including exam creation, question selection (random and manual), and result calculation.
- Utilized views to provide structured access to data for different user roles (Training Manager, Instructor, Student).
- Ensured data integrity and security through the application of constraints, triggers, and SQL user permissions.

Projects

Foundations of Digital Marketing and E-commerce - coursera

Jan 2024 – Feb 2024

- Gaining practical skills in SEO, social media marketing, and data analysis.
- Building and managing online businesses, creating effective digital marketing campaigns, and growing a brand.

ALUMNI @ NEXTCODERS TIEC - udacity

Jun 2019 – Dec 2019

- Completed a comprehensive course in HTML, CSS, JavaScript, and Python, focusing on building responsive web pages and dynamic web applications.
- Gained foundational knowledge in Python, including data manipulation and analysis, and front-end technologies like HTML, CSS, and JavaScript for creating interactive content.

Languages

- ARABIC: Native Speaker
- ENGLISH: B2
- DEUTCH: A2
- ITALIAN: A2