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 problemsolving. 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