</About Me>

<HOSSAM ELDIN MOHAMED>

Computer Engineer

Email me

I'm a second-year CSSE student at Pharos University in Alexandria, driven by a deep passion for artificial intelligence, machine learning, and the future of deep learning technologies.

With a growing skill set in AI, machine learning, and modern web development, I thrive on solving problems that sit at the intersection of logic and creativity.

I enjoy exploring the science behind intelligent systems while also building sleek, functional web experiences that solve real-world problems.

My academic journey is fueled by curiosity and a strong desire to contribute to the advancement of intelligent and human-centered technologies

MY PROJECTS

PROGRAMMING
LANGUAGE | **PYTHON** | **TOOL** | **VS CODE**

A CALCULATOR

THIS PROJECT IS A COMMAND-LINE CALCULATOR DEVELOPED IN PYTHON THAT PERFORMS BASIC ARITHMETIC OPERATIONS: ADDITION, SUBTRACTION, MULTIPLICATION, AND DIVISION. THE PROGRAM TAKES TWO NUMERIC INPUTS FROM THE USER AND ALLOWS THEM TO SELECT THE DESIRED OPERATION. IT INCLUDES INPUT VALIDATION AND ERROR HANDLING (E.G. DIVISION BY ZERO) TO ENSURE SMOOTH USER INTERACTION. THIS PROJECT HELPED REINFORCE MY UNDERSTANDING OF CONDITIONAL LOGIC, FUNCTIONS, AND USER INPUT HANDLING IN PYTHON.

STUDENT-EXAM MANAGMENT SYSTEM

THIS PYTHON-BASED SYSTEM MANAGES STUDENT ACADEMIC DATA AND ALSO SIMULATES THE PROCESS OF STUDENTS TAKING THEIR EXAMS. IT ALLOWS ADMINISTRATORS TO REGISTER STUDENTS, ASSIGN SUBJECTS BASED ON GRADE LEVEL, INPUT AND EVALUATE EXAM RESULTS, AND CALCULATE PERFORMANCE AVERAGES. STUDENTS CAN LOG IN, TAKE THEIR EXAMS INTERACTIVELY THROUGH THE TERMINAL, RECEIVE INSTANT SCORING, AND EVEN REVIEW THEIR PERFORMANCE.
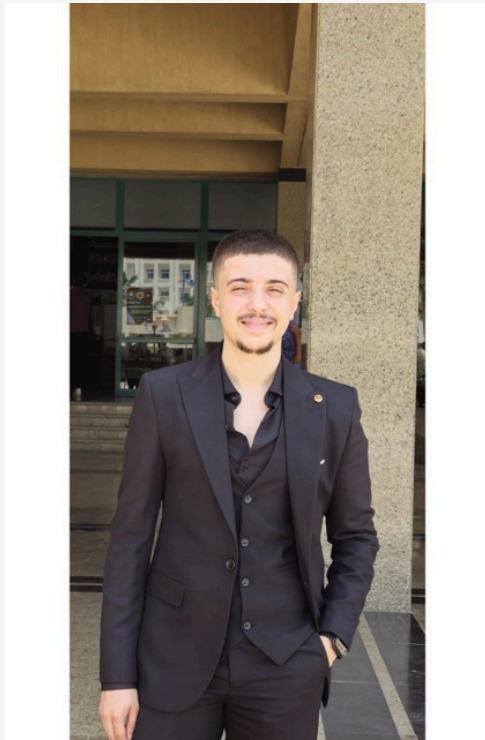
SCHOOL-MANAGMENT SYSTEM

THIS IS A COMPLETE PYTHON-BASED SCHOOL MANAGEMENT SYSTEM DESIGNED TO HANDLE STUDENT DATA FOR EGYPTIAN EDUCATIONAL STAGES FROM PRIMARY TO SECONDARY. IT SUPPORTS TASKS LIKE STUDENT REGISTRATION, GRADE INPUT, PERFORMANCE TRACKING, ATTENDANCE LOGGING, AND RANKING TOP PERFORMERS.

RESTAUTANT-MANAGMENT SYSTEM

A COMPLETE COMMAND-LINE RESTAURANT SYSTEM WITH FEATURES FOR CUSTOMERS AND ADMINS. CUSTOMERS CAN PLACE ORDERS, RESERVE TABLES, AND LEAVE FEEDBACK. THE ADMIN CAN MANAGE STAFF, RESTOCK INVENTORY, AND VIEW FEEDBACK. THE SYSTEM APPLIES DISCOUNTS, HANDLES INVENTORY LEVELS, CALCULATES TAXES, AND PROVIDES SMART RECEIPTS. ALL INTERACTIONS ARE MENU-DRIVEN FOR A SMOOTH USER EXPERIENCE.

TWO-PLAYER NUMBER GUESSING GAME

A COMMAND-LINE GAME WHERE TWO PLAYERS TAKE TURNS GUESSING A SECRET NUMBER BETWEEN 1 AND 100. EACH PLAYER GETS 5 ATTEMPTS, AND THE GAME PROVIDES DYNAMIC HINTS (E.G., "VERY CLOSE" OR "TOO FAR") BASED ON HOW CLOSE THEIR GUESS IS. IT INCLUDES INPUT VALIDATION AND FAIR TURN ROTATION.

HOSSAM ELDIN MOHAMED

SECOND-YEAR CSSE STUDENT

Summary

I'm a second-year Computer Engineering student at Pharos University in Alexandria, passionate about Artificial Intelligence, Machine Learning, and Deep Learning. I enjoy building intelligent systems and exploring the future of smart technologies.

In addition to AI, I have a strong interest in web development and love bringing interactive ideas to life using modern tools. I've worked on a range of projects—from games to management systems—that sharpen both my coding skills and problem-solving mindset.

I'm a self-motivated learner, constantly seeking challenges that push my boundaries. Whether working independently or with a team, I take pride in writing clean, functional code and growing with every experience.

Education

Computer systems science and engineering

Pharos University in Alexandria – Undergraduate

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Skills

- PYTHON
- C++
- JAVASCRIPT
- HTML & CSS
- English level : B2

Soft skills

- Teamwork
- Adaptability
- Problem solving
- Attention to Detail