



# khaled walid

computer scientist

## WORK EXPERIENCE



## CONTACT INFO

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## EDUCATION

### Courses Studied

modules are in the next page

University/College Details  
BUE/Computer Science/Third Year  
2021 - 2026

## SKILLS

- Programming Languages: C++, Java, C, C#, and python
- Tools: CapCut (video editor), NetBeans, Unity, Microsoft SQL
- Other Skills: Physical board game making, Story writing

British university in Egypt

2019 - 2022

### polygraph machine

lie detector. that measures the heartbeat of someone by a heart rate sensor and if the pulse is greater than 100 then you are not truthful, and the buzzer will turn on and the led will turn on and if it's lower then you are telling the truth. and the buzzer will turn off and the led will turn off i further enhanced my embedded systems coding skills through sprints embedded systems course.

British university in Egypt

### GUI

2022-2023

I created a supermarket system with java GUI and java code using Net beans

British university in Egypt

### Derbi Database

2022-2023

I used NetBeans to generate a computer part system. that saves the data in the database using GUI.

British university in Egypt

### database SQL

2021-2022

i made an SQL Database using Microsoft SQL for an airline system

### game development

2023-2024

I develop a 2D top down view computer game with my colleagues named sugar kick using unity

### CIB Summer program

I am proud to have participated in the CIB Summer Program. We learned about the importance of data literacy and other subjects, such as the importance of a CV, risk management, and starting your own business. This was an engaging journey with lots of competition. Although this program wasn't related to my profession, it was a fun experience.

## REFERENCES

khaled walid mohmed

computer science

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### About khaled walid Mohamed

I am a hard working student who aims to be a professional software developer

Modules Studied			
<p>Preparatory year</p> <p>Semester 1:</p> <p>English Language I Discrete Mathematics Introduction to Computing Humanities Mathematics for Computer Scientists I Introduction to Information Systems</p> <p>Semester 2:</p> <p>Scientific Thinking English Language II Physics - Electricity and Magnetism Introduction to Programming and Problem Solving Mathematics for Computer Scientists II Principles of Web Programming</p>	<p>Degree year one</p> <p>Semester 1:</p> <p>Human Computer Interaction Electronics and Digital Circuits Technical Writing Object Oriented Programming Probabilities and Statistics Database Systems</p> <p>Semester 2:</p> <p>Introduction to Embedded Systems Software Engineering I Legal and Professional Issues in Computing Programming in Java Numerical Techniques Introduction to Data Structures and Algorithm Design</p>	<p>Degree year two</p> <p>Semester 1:</p> <p>Computer Architecture Introduction to Computer Networks and Data Communication Operating Systems Software Project Management Database II Systems Analysis and Design</p> <p>Semester 2:</p> <p>Internet Programming Logic and Artificial Intelligence Operations Research Software Engineering II Analysis of Algorithms Computer Graphics</p>	<p>degree year three</p> <p>upcoming</p>



Khaled's Portfolio QRC