

# LAILA MOHAMED FIKRY

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**Phone:** +20-121-021-2792 | **Location:** Cairo, Egypt

## PROFESSIONAL SUMMARY

Motivated and detail-oriented software engineering undergraduate with a strong foundation in systems programming, algorithms, and full-stack development. Experienced in C, Java, Python, and web technologies through academic and team driven projects. Proven ability to collaborate, meet deadlines, and build efficient, scalable solutions. Actively seeking internship opportunities to apply and grow in dynamic, real-world environments.

## EDUCATION

**Egyptian Russian University** (Sep 2023 – May 2027)

- Bachelor of Software Engineering, GPA: 3.4/4.0
- Relevant Coursework: Data Structures, Algorithms, Operating Systems, Artificial Intelligence, CS, Programming

**ALX Africa** (Jul 2023 – Jun 2025)

- Software Engineering Certificates
- ALX Foundations: 3-month problem-solving and Soft Skills (Completed Jul 2023)
- Holberton School: Full-stack curriculum covering C, Python, JavaScript, and web dev (Completed July 2025)

## TRAINING & CERTIFICATIONS

**National Training Academy** (Oct 2024)

- Professional Development Program: Value Initiative with Hayah Karima Foundation
- Completed 4-day intensive training on emotional intelligence, freelancing, leadership, and CV writing.

# PROJECTS

## **R-SkyOrb Mission Dashboard** [GitHub](#)

- Developed the front-end for a comprehensive dashboard for monitoring and controlling the R-SkyOrb high-altitude balloon system.
- Features include real-time telemetry visualization, subsystem status monitoring, interactive controls, and a modular component architecture.

## **DishCraft** (ALX Africa Portfolio Project) [GitHub](#)

- Led front-end UI/UX design and user authentication for a team project. Collaborated on database management to ensure seamless data flow.
- Developed as a key component of the ALX Africa graduation portfolio, demonstrating full-stack capabilities.

## **3D Raycasting Maze Game** (Mar 2025) [GitHub](#)

- Built a 3D maze game in C using SDL2, collaborating in a 2-person team over 2 weeks.
- Implemented collision detection, player movement, enemy AI, and dynamic Maze with textures.

## **Audio Visualization & Pitch Modification Tool** (Feb 2025) [GitHub](#)

- Created a real-time MATLAB tool for pitch modification and waveform visualization. (Academic project)

## **Project Management System** (Jan 2025) [GitHub](#)

- Developed task manager in Java with SQL Server backend and JDBC integration.
- Added user authentication, task assignment, and progress visualization features.

## **Simple Shell** (Sep 2024) [GitHub](#)

- Designed a Unix-like shell in C handling built-in commands and system processes.
- Implemented memory handling, process control, and error feedback.

### **TechGate Website** (Aug 2023)

- Built and styled a responsive company website using HTML, CSS, and vanilla JS.

## **SKILLS**

- **Languages:** C, C++, C#, Python, Java, R, SQL, Shell, MATLAB
- **Concepts:** OOP, Data Structures, Signal Processing, Raycasting, Version Control
- **Web:** HTML5, CSS3, JavaScript, Bootstrap, React.js, Node.js
- **Databases:** MySQL, SQL Server, MongoDB
- **Tools:** Git, GitHub, MATLAB GUI, Shell, VSCode, Ubuntu
- **Soft Skills:** Leadership, Communication, Time Management, Problem Solving, Teamwork ,collaboration

## **VOLUNTEERING**

### **Computality Community (HR Team)** (2023 – Present), Cairo, Egypt, Egyptian Russian University

- Conducted interviews, managed internal records for 60+ members, and assisted in organizing university tech events.

## **LANGUAGES**

- Arabic: Native
- English: Fluent
- Turkish: Conversational
- Russian: Conversational