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Alexandria, Egypt

MOHAMED ADLY

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EMPLOYMENT

Software Engineer   **Futures Business Development**   **April 2014 - Present**
www.SearchandMap.com
- Lead development team of a new social network and search engine called "Search and Map".
- Developed backend application servers for Search and Map using C++ on CentOS.
- Implemented Search and Map iOS application and integrated CometChat into the website.
- Working on creating a live streaming solution for Search and Map users using WebRTC.
- Integrated many Amazon Web Services into Search and Map including (EC2 / S3 / Lambda / SNS / Elastic Transcoder).
- Reduced hosting cost of Search and Map by moving to AWS and optimizing application architecture.

Software Engineer   **nWeave**   **March 2013 – April 2014**
- Developed a number of iOS applications.
- Created cross-platform games using Cocos2d-x and C++ for iOS, Android and Windows Phone.
- Integrated Box2D into a couple of games to enhance gaming experience with physics engine.

Engineer   **Republican Guard, Egyptian Army**   **March 2012 – March 2013**
- Served in Information and Systems department and helped develop and maintain many software applications to automate tasks related to army daily work.

Software Engineer, Intern   **Online Technical Services**   **September 2011 – January 2012**
- Implemented a couple of modules in a Shipping web application with ASP.NET and C#.
- Designed and implemented an auditing module with Microsoft SQL Server.

EDUCATION

Alexandria, Egypt   **Alexandria University**   **July 2011**
- BSc in Computer and Systems Engineering.
- Graduation Project: Service Oriented Architecture web portal for kids.

TECHNICAL EXPERIENCE

Projects
- **Search and Map** (2014 - present). Search and Map is an interest-based network that connects people with similar interests. C++, MySQL-Cluster, Sphinx Search, Redis, AngularJS, PHP, CentOS.
- **Search and Map iOS App** (2014 - present). Official and initial iOS application for Search and Map. Objective-C, CocoaPods, Parse.
- **Apocalypse Neighbors** (2013 - 2014). A 2D game with turn-based artillery shooting, inspired by the dueling fun of Worms and the addictive physics of Angry Birds. C++, Cocos2d-x, Box2D, Objective-C.

ADDITIONAL EXPERIENCE AND AWARDS
- **Microsoft CLIP Project (January 2010 – May 2010):** Awarded a certificate of recognition in appreciation for my contribution to the Arabic Captions Language Interface Pack for Visual Studio 2010.

Languages and Technologies
- C++; C; Objective-C; Swift; SQL; JavaScript; AngularJS; PHP
- XCode; MySQL; MySQL-Cluster; Redis; Sphinx Search; WebRTC; Amazon Web Services