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 Search and Map native iOS application and currently working on its new version.
- Developed backend application servers for Search and Map using C++ on CentOS.
- Designed and developed a live streaming solution for Search and Map users using WebRTC and Kurento Media Server.
- Integrated many Amazon Web Services into Search and Map including (S3 / Lambda / SNS / Elastic Transcoder).
- Migrated Search and Map servers and services to AWS to optimize performance and reduce cost.

Software Engineer nWeave March 2013 – April 2014

- · Developed many iOS applications with Objective-C.
- 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, Pusher.
- 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; NodeJS
- XCode; MySQL; MySQL-Cluster; Redis; Sphinx Search; WebRTC; Amazon Web Services; Kurento