

# Mohamed Hossam

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## EDUCATION

**Minya University**, Faculty of Engineering

Bachelor of Science in Computers & Systems Engineering, Expected Graduation June 2025 | GRADE: Excellent

## COURSEWORK

Programming With C, Data Structures & Algorithms, Object-Oriented Programming, Database Systems, Logic Design, Computer Organization, Operating Systems, Discrete Mathematics, Probability & Statistics

## SKILLS

**Technical:** C, C++, C#, SQL, Python, HTML5, CSS, JavaScript, React.js, Git, Godot game engine

**Soft:** English proficiency, Teamwork, Time management, Reliability, Good communication

## EXPERIENCE

I've had no internships so far, my only training experience was in the **ITI Summer Training** (Aug 2021 – Sep 2021) where I learned **open-source web development** using (HTML5, CSS, JS, Bootstrap 4, PHP, MySQL, Laravel, WordPress)

## PROJECTS

**Chess Engine**, Dec 2022, [GitHub Repo](#)

- Desc: A player-vs-player chess engine UI that supports all valid moves in a game of chess
- Tech: C#, XAML, WPF, OOP, MVVM

**Portfolio Website**, Feb 2023, [GitHub Repo](#) | [Website](#)

- Desc: A portfolio website showcasing my skills, projects & activities
- Tech: HTML5, CSS, JS, React.js

**2D Platformer Game**, May 2023, [itch.io](#)

- Desc: A 2D platformer where the player teleports around to collect hearts & evade meteors
- Tech: Godot game engine, GDScript

**Basic Computer Simulation**, March 2023, (Files available upon request)

- Desc: A basic computer consisting of a 128x16 RAM, CPU registers, ALU, control unit & a bus
- Tech: Logisim, Computer Organization, Assembly, Register Transfer Language (RTL)

**Sports Management System**, May 2023 (Work-in-progress), [GitHub Repo](#)

- Desc: A management system for organizing sports clubs, matches & fans
- Tech: SQL

## **Hash-Table Implementation In C**, Nov 2022, [GitHub Repo](#)

- Desc: An implementation of the hash-table data structure using separate chaining collision handling
- Tech: C, Linked-Lists, Data Structures & Algorithms

## **ACTIVITIES**

### **ECPC Participant**, Aug 2022

Ranked 2<sup>nd</sup> on Minya University & 13<sup>th</sup> on Upper Egypt in the qualifications, ranked 98<sup>th</sup> in ECPC

### **IEEE Extreme Programming Team Member**, Mar 2022 – Sep 2022

Learned algorithms & data structures, solved problems & participated in contests on [Codeforces](#) & [LeetCode](#)

### **Hobbyist Game Developer**, 2022 – Present

I make games for fun in my spare time on [itch.io](#) using the Godot game engine