

Mohammed Ahmed

Software Developer

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BACKGROUND & INTRODUCTION

I am a computer science undergraduate student from Sudan, currently studying at Yonsei University Seoul, South Korea. I have been actively coding for about 5 years now. I am interested in all things about software development and seeking internships that will help me grow further in this field.

EDUCATION

Yonsei University, Seoul South Korea - College of AI, Computer Science and Engineering Department

March 2022 - PRESENT

Expected graduation year: 2026

GPA: 3.04

EXPERIENCE

Tooniplay - *Gangnam, Seoul*

January 2024 ~ Present

I joined the company as a web development intern. The tasks that I did include refactoring existing codebase to improve quality, managing databases, and developing React and Node.js applications.

Seoul Tech Impact Hackathon - *online*

November 2023

Participated in the Seoul Tech Impact Hackathon 2023 as a member of a collaborative team, contributing to ideation, solution development, and presentation focused on addressing technological social impact.

Freelancer - *online*

March 2020 - PRESENT

I have been working as an online freelancer for about three years now. I am particularly experienced in the process of developing and deploying web applications using different frameworks and technologies.

SKILLS

- Web front end development using HTML, CSS, Javascript.
- Web backend development using Node.js and Python's Django & Flask libraries.
- Experienced with UI/UX design using Figma.
- Skilled with many javascript libraries including: React.js, Next.js, Vue.js.
- Cross platform mobile app development using React Native and Flutter.
- Skilled in data analysis using Python's Pandas & Numpy libraries.
- Entry-level knowledge of machine learning using Tensorflow.

- Skilled with different Linux distributions, server management, and bash scripting.
- Knowledgeable of different software development paradigms and processes.
- Experienced with version control systems, namely Git, Github, and Gitlab.
- Entry-level experience of game development using Unity Engine.

LANGUAGES

English (Fluent - C2)

Arabic (Native Language)

Korean (Advanced - TOPIK 6)