

Work Experience

UI / UX Designer	IdeaNest	Nov 2024 - Jan 2025
<ul style="list-style-type: none">Helped design simple and user-friendly screens for a mobile app.Worked closely with developers to make sure the plans were easy to build.Designed clean, user-friendly mobile screens by simplifying layouts and prioritizing key actionsUtilized: Figma, ClickUp		
Front-End Developer	Egyptian Armed Forces	April 2023 - June 2024
<ul style="list-style-type: none">Developed system for toll gate ticketing (e.g., Suez Road gates)Improved UI elements to enhance staff efficiency.Fixed layout issues and ensured cross-browser compatibilityUtilized: HTML, CSS, JavaScript		

Education

- B.Sc. in Software Engineering**, Helwan University – Cairo, Egypt **Sep 2018 – May 2022**
Grade: Very Good with Honors, **GPA:** 3.1 / 4.0

Technologies and Languages

- Languages: **JavaScript, TypeScript, Python, HTML5, CSS3**
- Frameworks/Libraries: **React, React Native, Tailwind CSS**
- Tools & Others: **GitHub, Figma, REST APIs**

Projects

- Quran-reader-app**
 - Developed a mobile-first web application to help users build a consistent Quran reading habit.
 - Integrated voice input for recording recitations and added a donation-based accountability feature.
 - Designed protected routes and responsive, modular UI components.
 - Connected to FastAPI backend via RESTful API integration.
 - Utilized: React, TypeScript, Tailwind CSS.
- wordle-game-react-native**
 - Developed a mobile word-guessing game inspired by Wordle with dynamic UI feedback
 - Implemented color-coded feedback system to indicate correct, present, and absent letters.
 - Designed interactive on-screen keyboard and responsive game board.
 - Managed logic with React Native hooks and built a clean UI using the StyleSheet system.
 - Utilized: React Native, TypeScript, React Hooks, React Native Stylesheets
- alien_invasion**
 - Built a 2D arcade shooter game featuring waves of enemies and increasing difficulty levels
 - Implemented smooth player movement, alien behavior, collision detection, and scoring
 - Applied Object-Oriented Programming concepts to manage game logic and assets
 - Maintained game loop for real-time updates and fluid gameplay experience.
 - Utilized: Python, Pygame

Certifications

- [Meta Front-End Developer](#)**
 - Completed a professional certificate from Meta covering HTML, CSS, JavaScript, and React.
 - Built multiple interactive web applications using modern front-end tools and libraries.
 - Gained practical experience with Git, responsive design, UI/UX principles, and version control.