

# Mahmoud Adas

Computer Engineering Undergrad. Student (2015 – Now).

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## Skills

- Programming languages :
  - C [≈40%]
  - C++ [≈30%]
  - Python [≈30%]
  - Java [≈30%]
  - Rust [≈10%]
- Technologies I Used: **Docker**, WindowsAPI, **Android**, **SQLite**, opengl, **python flask**, libgdx, pygame.
- Basic knowledge: **linux**, kotlin, **git**, haskell, javascript/html/css, Scripting (Bash, PowerShell).

## Projects (Hobby/College)

- Apex [[Server](#), [Front-End](#), [Android](#), [Test](#)]  
Social Media app for web and android that mimics reddit. Worked as **DevOps**. Used **Travis-CI** for CI/CD, **GoogleCloud**, Docker, **DockerCompose**, **Datadog** for monitoring. Worked with 18-member team.
- Koos [[Project Repo](#), [Rust Rewrite](#)]  
Decentralised social media app, built on [Fluence](#), server is AssemblyScript/Rust, frontend is React. The project [won](#) a [Gitcoin bounty](#) from fluence for the best app that uses the technology.
- TheMistake [[github.com/Abdulrahman-Khalid/mazeSolver](https://github.com/Abdulrahman-Khalid/mazeSolver)]  
**Maze Solver** car using flood fill algorithm on [TIVA-C µc](#)/Arduino Uno with ultrasonic and IR sensors.
- RetroSoccer [[github.com/mido3ds/retrosoccer](https://github.com/mido3ds/retrosoccer)]  
**Multiplayer** football **game** entirely in x86 IA32 MASM **assembly** with chat (serial communication).
- JetSimulator [[github.com/mido3ds/JetSimulator](https://github.com/mido3ds/JetSimulator)]  
**C++ 3D flight simulator** using OpenGL, started as graphics school project.
- NesEmu: [*Work in Progress*] NES console **emulator** in C++. [[github.com/mido3ds/nesemu](https://github.com/mido3ds/nesemu)]
- Paint-For-Kids [[github.com/mido3ds/paint-for-kids](https://github.com/mido3ds/paint-for-kids)]  
C++ **GUI** application for kids to **draw** and play with shapes, with **two game-modes**, OOP school project.
- QuickNet [*Work in Progress*] [[github.com/mido3ds/QuickNet](https://github.com/mido3ds/QuickNet)]  
**C++11 web framework** written from scratch, using sockets, no dependencies.
- Outbreak [[github.com/mido3ds/Outbreak](https://github.com/mido3ds/Outbreak)]  
**Java** and libgdx re-implementation of the classic **game** "Outbreak".
- InventoryApp [[github.com/mido3ds/InventoryApp](https://github.com/mido3ds/InventoryApp)]  
**Android** application to keep track of inventory **items of a store**.
- Classy: **Python** script to create **C++ classes** from command line. [[github.com/mido3ds/classy](https://github.com/mido3ds/classy)]