

# Mahmoud Adas

4<sup>th</sup> YEAR STUDENT · COMPUTER ENGINEERING

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## Education

### Cairo University, Faculty of Engineering

(STUDYING) B.S. IN COMPUTER ENGINEERING

Cairo, Egypt

Sep. 2015 - Exp. July 2021

## Skills

**Programming Languages** C, C++, Go, Python, Java, Rust, JS/HTML/CSS, Bash, VHDL,  $\text{\LaTeX}$   
**Frameworks/Libraries** Android, Spring, ReactJS, python-flask, opengl  
**Tools** Docker, git, google-cloud, MySQL, SQLite, CMake

## Experience

### Solectra LLC

SOFTWARE ENGINEERING INTERN - CERT

ElGouna, Egypt

Jul. 2020 - Sep. 2020

- Maintained and tested an **IoT** software that collects, stores and analyses data from fleet of electric vehicles to report trips.

## Projects

### Apex [Back-end](#) · [Front-end](#) · [Android](#) · [Test](#)

DEVOPS

Jan-Mar 2019

- Social Media app for web and android that mimics reddit.
- Worked with **18-member team**.
- Used Travis-CI for CI/CD, **GoogleCloud**, Docker, **DockerCompose** and Datadog for monitoring.

### Koos [Repo](#) · [Rust rewrite](#)

BACK-END DEVELOPER

Jun 2019

- Decentralised social media app, built on [Fluence](#), server is AssemblyScript/Rust, frontend is React.
- The project [won](#) a [Bitcoin bounty](#) from fluence for the best app that uses the technology.

### Mini-Search-Engine [Repo](#)

BACK-END DEVELOPER

Feb 2020

- Mini Search Engine, Supports regular and image search with trends detection.
- Java-Spring backend and ReactJS frontend.

### TheMistake [Repo](#)

DEVELOPED SOLVING CODE, TESTER

Jan-Mar 2019

Maze Solver car using flood fill algorithm on [TIVA-C  \$\mu\$ c](#)/Arduino Uno with ultrasonic and IR sensors.

### Cartoonization [Repo](#)

DEVELOPED GUI AND STICKERS DRAWING, IMPLEMENTED HOG

Oct-Dec 2019

- Draw colorful stickers on your selfie face.
- Snapchat Clone written in Python.
- Using Viola-jones/Hog to detect faces, and multiple **image processing** techniques to filter the input.

### RetroSoccer [Repo](#)

DEVELOPER

Jan-Mar 2019

**Multiplayer** football game entirely in x86 IA32 MASM **assembly** with chat (serial communication).

### Simple PDP-11 [Repo](#)

TESTER

Oct-Dec 2019

Design and simulation of a CPU architecture similar to *PDP-11* in VHDL and Vunit for testbenches.

### Paint-For-Kids [Repo](#)

DEVELOPER

Jan-Mar 2017

C++ GUI application for kids to draw and play with shapes, with two game-modes, OOP school project.

## **Outbreak** [Repo](#)

DEVELOPER

*Jun 2018*

Java/libgdx re-implementation of the classic game “Outbreak”.

## **InventoryApp** [Repo](#)

DEVELOPER

*Jun 2018*

Android app to keep track of inventory items of a store.

## **NesEmu** [Repo](#)

DEVELOPER

*Ongoing*

NES console emulator in C++.

## **JetSimulator** [Repo](#)

DEVELOPER

*Oct-Dec 2018*

C++ 3D flight simulator using Opengl, started as graphics school project.