

Mahmoud Adas

Computer Engineering Undergrad. Student (2015 – Now).

Cairo University, Egypt. Born 1997/9/11.

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Github [github.com/mido3ds], Gitlab [gitlab.com/mido3ds].

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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]
Maze Solver car using flood fill algorithm on [TIVA-C µc](#)/Arduino Uno with ultrasonic and IR sensors.
- RetroSoccer [github.com/mido3ds/retrosoccer]
Multiplayer football **game** entirely in x86 IA32 MASM **assembly** with chat (serial communication).
- JetSimulator [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]
- Paint-For-Kids [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]
C++11 web framework written from scratch, using sockets, no dependencies.
- Outbreak [github.com/mido3ds/Outbreak]
Java and libgdx re-implementation of the classic **game** "Outbreak".
- InventoryApp [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]