

Mahmoud Othman Adas

Computer Engineering (Bachelor) Student (2015 – Now).

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

Email [mahmoud.othman.adas@gmail.com]

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

Linkedin [linkedin.com/in/mahmoud-adas].

Skills

- Programming languages :
 - C [≈40%]
 - C++ [≈30%]
 - Python [≈30%]
 - Java [≈25%]
- Technologies I Used: **Docker**, WindowsAPI, **Android**, **SQLite**, opengl, **python flask**, libgdx, pygame.
- Basic knowledge: **linux**, kotlin, **git**, haskell, javascript/html/css, Scripting (Bash, PowerShell).
- Languages: Arabic (Mother Tongue), English (Medium), German (Basics).

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.
- 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: 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 [\[github.com/mido3ds/QuickNet\]](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** program to create **C++ classes** from command line. [\[github.com/mido3ds/classy\]](https://github.com/mido3ds/classy)