

Mahmoud Adas

3rd 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. Jun. 2021

Skills

Programming Languages C/C++, Python, Java, Kotlin, Rust, JS, Bash, VHDL, \LaTeX
Frameworks/Libraries Android, Java Spring, opengl, winapi, python-flask, libgdx, pygame
Tools Docker, Bash and linux scripting, git, google-cloud, **SQLite**

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).

JetSimulator [Repo](#)

DEVELOPER

Oct-Dec 2018

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

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

NES console emulator in C++.

Ongoing

Simple PDP-11 [Repo](#)

TESTER

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

Oct-Dec 2019

QuickNet [Repo](#)

DEVELOPER

C++11 web framework written from scratch, using sockets, no dependencies.

Ongoing