

Mahmoud Adas

Software Engineer - Egypt

☎ (+20) 1019-42-6003 | ✉ mahmoud.othman.adas@gmail.com | 🌐 [mido3ds](https://mido3ds.com) | 🌐 [mahmoud-adas](https://mahmoud-adas.com)

Education

Cairo University, Faculty of Engineering | Egypt

Sep 2015 - Jul 2021

B.S. in Computer Engineering

Tools

- C, C++, Go, Python, Java, Rust, JS/HTML/CSS
- Qt, QML, ReactJS, ImGui, OpenGL, Spring, Android
- Docker, CMake, SQLite, git, MySQL, Linux

Experience

C++ Software Engineer II

Jun 2021 - Mar 2022, Jun 2023 - Now

atomicai.ai (360Imaging) - Dokki, Egypt

- Joined the internal-tooling team then the launcher team then the clients team
- Contributed to the launcher app the main entry and **installer** of the whole suite of products
- Built several internal C++ libraries and a GUI tool to work with **cloud data** for the flagship product
- Built SQLite-C++ **boilerplate generators** to increase developers' productivity
- Made several fixes and improvements to [mn](#) and internal core libraries used across the company
- Maintained the planner & segmentations apps' UI

Software Engineering Intern · [Cert](#)

Jul - Sep 2020

Solectra - El Gouna, Egypt

- Worked on an **embedded system** that collects and analyses data from electric vehicles to report trips, total revenue, and energy
- Fixed several bugs, improved performance and prediction correctness, and added various tests

Projects

360Launcher

Jan - Mar 2022

Qt/QML/C++ app to install/update/launch main products and integrate with them

Library Editor

Sep - Dec 2021

- ImGui/C++ internal tool to modify/upload versioned metadata and information
- Used by the product managers to update domain-specific logic without new app release
- With a bunch of CLI tools, generates boilerplate code to interface with the SQLite file it creates

DPSX-Sync

Jun - Aug 2021

- Qt/QML/C++ experimental Dropbox-like app to add sync and collaboration features
- Uses libgit and Gitea server for versioning and synchronization

C4IAN (Graduation Project) · [Repo](#)

Feb - Jul 2021

- Tactical Mobile ad-hoc network. Supports video/audio streaming and messaging
- ZHLS+ZID unicast, ODMRP multicast, and geo-based broadcast
- **Golang** router that integrates with the Linux network stack

OpenYSF · [Repo](#)

Nov 2021 - Present

A [ysflight](#) flight simulator clone, for learning and fun. Backward compatible with ysflight assets

Apex · [Backend](#) · [Frontend](#) · [Android](#) · [Testing](#)

Jan - Mar 2019

- Social Media app for web and Android that mimics Reddit
- Worked with a **team of 18**

<ul style="list-style-type: none"> Used Travis-CI for CI/CD, GoogleCloud, Docker, DockerCompose, and Datadog for monitoring 	Jun 2019
Koos · Repo · Rust Rewrite <ul style="list-style-type: none"> Decentralized social media app, built on Fluence. AssemblyScript/Rust for server, React for frontend The project won a Gitcoin bounty from Fluence for the best app that uses the technology 	
Mini-Search-Engine · Repo <ul style="list-style-type: none"> Regular and image search with trends detection Java Spring + ReactJS 	Feb - Mar 2020
Match Reservation System · Repo <ul style="list-style-type: none"> Web application for Egyptian Premier League. Reserve your seat on future matches MongoDB + Node.js + ReactJS 	Jan - Feb 2021
NesEmu · Repo NES console emulator in C++. Hobby project	2019 - Present
Cartoonization · Repo <ul style="list-style-type: none"> Snapchat Clone written in Python draws stickers on live recordings of faces Implemented GUI, rendering stickers, and HOG algorithm Used Viola-jones/Hog to detect faces, and multiple image processing techniques to filter the input 	Oct - Dec 2019
RetroSoccer · Repo Multiplayer soccer game entirely in x86 IA32 MASM assembly with chat (serial communication)	Jan - Mar 2019
Simple PDP--11 · Repo <ul style="list-style-type: none"> Design and simulation of a CPU architecture similar to <i>PDP--11</i> in VHDL and Vunit for test benches Designed and implemented automated tests for the CPU 	Oct - Dec 2019
TheMistake · Repo <ul style="list-style-type: none"> Maze solver car using flood fill algorithm on TIVA-C_μc/Arduino-Uno with ultrasonic and IR sensors Implemented maze-solving and tested it 	Jan - Mar 2019
Paint-For-Kids · Repo C++ GUI application for kids to draw and play with shapes, with two game modes. OOP school project	Jan - Mar 2017
Outbreak · Repo Java/libgdx clone of the classic game "Outbreak"	Jun 2018
InventoryApp · Repo Android CRUD app to keep track of inventory items in a store	Jun 2018