**Mahmoud Adas**

**Computer Engineering**Undergrad.Student (2015 – Now).

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## Skills

* Languages: C/C++, Python, Java, Kotlin, Rust, JS, Bash, Haskell.
* Technologies: **Docker**, linux, git.
* Frameworks/Libraries: **Android**, opengl, winapi, python-flask, libgdx, pygame.

## Projects

* Apex [[Server](https://www.github.com/DarkGeekMS/ApeX-Server), [Front-End](http://www.github.com/DarkGeekMS/ApeX-Web), [Android](http://www.github.com/DarkGeekMS/ApeX-Mobile), [Test](https://www.github.com/DarkGeekMS/apeXTesting)]

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

* Koos [[Project Repo](https://gitlab.com/koos-project/koos), [Rust Rewrite](https://gitlab.com/koos-project/koos/tree/rust-migration/server)]

Decentralised social media app, built on [Fluence](http://fluence.dev), server is AssemblyScript/Rust, frontend is React. The project [won](https://www.linkedin.com/feed/update/urn:li:activity:6575339127934341120/) a [Gitcoin bounty](https://gitcoin.co/issue/fluencelabs/Bounties/1/3290) from fluence for the best app that uses the technology.

* TheMistake [[github.com/Abdulrahman-Khalid/mazeSolver](https://www.github.com/Abdulrahman-Khalid/mazeSolver)]

**Maze Solver** car using flood fill algorithm on [TIVA-C μc](http://www.ti.com/tool/EK-TM4C123GXL)/Arduino Uno with ultrasonic and IR sensors.

* Cartoonization [Snapchat Clone] [[github.com/Abdulrahman-Khalid/Cartoonization](http://github.com/Abdulrahman-Khalid/Cartoonization/)]

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

* 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: [*Work in Progress*] 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 [*Work in Progress*] [[github.com/mido3ds/QuickNet](https://github.com/mido3ds/QuickNet)]

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

* Outbreak: **Java**/libgdx re-implementation of the classic **game** “Outbreak”. [[github.com/mido3ds/Outbreak](https://github.com/mido3ds/Outbreak)]
* InventoryApp: **Android** app to keep track of inventory **items of a store**. [[github.com/mido3ds/InventoryApp](https://github.com/mido3ds/InventoryApp)]