**Mahmoud Adas**

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

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

Email [[mahmoud.othman.adas@gmail.com](mailto:mahmoud.othman.adas@gmail.com)]

Github [[github.com/mido3ds](http://github.com/mido3ds)], Gitlab [[gitlab.com/mido3ds](https://gitlab.com/mido3ds)].

Linkedin [[linkedin.com/in/mahmoud-adas](https://linkedin.com/in/mahmoud-adas)].

## 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](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. Worked as **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.

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