

Mohamed Khaled Mohamed Soliman

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EXPERIENCE

• ITI (Information Technology Institute)

Jun 2024 - Aug 2024

PHP Developer internship

New Administrative Capital , Egypt

- Mastered client-side technologies (HTML, CSS, JavaScript) to build responsive and interactive user interfaces.
- Developed skills in MySQL for database management, SQL queries, and data handling.
- Gained proficiency in PHP for server-side scripting and dynamic website development, and learned the basics of the Laravel framework to create scalable web applications.

EDUCATION

• Ain-Shams University

Class 2025

Bachelor of Engineering, Minor in Computer and Systems Engineering

Cairo, Egypt

PROJECTS

• AI Assisted Holy Quran Mobile App (Graduation Project)

2025

React Native, Redux, Google OAuth, SQLite, REST API, Jest



- Built a cross-platform Quran app with Mushaf reading, advanced bookmarking, and audio recitation.
- Added AI-powered speech recognition for feedback on memorization and pronunciation.
- Supported secure login, dark/light mode, offline storage, and dynamic content via REST APIs.

• Movie Discovery Mobile App

2025

React Native, Expo, TypeScript, Firebase, SQLite, Axios, TMDB API



- Created a movie app with smooth navigation, offline lists, and user authentication.
- Integrated TMDB API to show movies, cast, and details; used Firebase for user data.
- Enabled persistent watchlists and favorites using local storage.

• Student Grades Management System

2024

Java, JUnit, Desktop Application, Software Testing



- Contributed as a software tester for a desktop application that manages student grades, focusing on both unit and integration testing to ensure reliability and robustness.
- Designed and implemented unit tests for core modules (Student, Subject, FileHandler, OutputFileHandler) and developed integration tests to verify seamless interaction between file handling and grade processing components.

• Gobblet Board Game with AI Player

2024

Python, Tkinter, AI

- Designed and implemented an interactive GUI for the Gobblet board game using Python's tkinter, featuring a visually dynamic 4x4 board, animated piece stacking, and real-time status updates.
- Developed intuitive menu navigation, mode selection (Human vs AI, AI vs AI, Human vs Human), and seamless integration with game logic and AI to ensure an engaging and user-friendly experience.

SKILLS

- **Programming Languages:** JavaScript, TypeScript, Python, Java
- **Frameworks & Libraries:** React Native, React, Express.js, Redux
- **Database Systems:** MongoDB, SQLite, MySQL, Firebase
- **APIs & Testing:** REST APIs, Postman, API Testing, Unit Testing, Integration Testing, Jest
- **Version Control:** Git, GitHub
- **Project Management:** Jira, Trello
- **Concepts:** OOP, Asynchronous Programming

ADDITIONAL INFORMATION

Languages: Arabic (Native), English (C1 Level)