

Mohamed Hany Youns

mohamedhyouns@gmail.com

+20 101 958 5775 / +20 122 461 8410

El-Shorouk City, Cairo, Egypt

mohamedhany01.github.io

linkedin.com/in/mohamedhany01

github.com/mohamedhany01

Front-end Engineer

A fresh front-end engineer interested in applying concepts and principles like - UI/UX, animation, web accessibility, responsive design, and search engine optimization “SEO” to create high-quality and elegant products. Eagerly, always seeking to learn new things and new challenges. Furthermore, interested in back-end engineering.

Education:

- Bachelor Degree “B.S.” in Computer Science, Faculty of Information & Computer Science, Software Engineering, British University In Egypt “BUE” 2019.

Skills:

- Programming Languages & Technologies
 - ◆ React JS | HTML5 | CSS3 | JavaScript/ES6 | AJAX/Axios | Bootstrap | jQuery | Git/GitHub | CSS Pre-processors/SASS | Module Bundlers/Webpack | Task Runners/gulp.js | Jest | Figma
- Concepts
 - ◆ MVC | OOP | API(s)/REST(ful) | Unit Testing
- Soft Skills
 - ◆ Critical Thinking | Problem-Solving | Self-Learning | Creativity | Good Communication | Teamwork | Presentation Skills

Side Projects:

- JWT Authentication App(Full-Stack/React/Flask) – 2022 <[Live Demo](#)> <[GitHub Repo](#)>
 - ◆ [Responsibilities...](#)
- A GitHub Profile Finder (Front-End/React JS) – 2021 <[Live Demo](#)> <[GitHub Repo](#)>
 - ◆ Fetch profile data from GitHub RESTful API and display them on the browser.
 - ◆ [Responsibilities...](#)
- The Numbers Game (Front-End/React JS) - 2021 <[Live Demo](#)> <[GitHub Repo](#)>
 - ◆ A simple game that uses fundamentals math operations with randomly generated numbers.
 - ◆ [Responsibilities...](#)
- Stocks Portfolios Manager Web App (Full-Stack/Flask) - 2021 <[Live Demo](#)> <[GitHub Repo](#)>
 - ◆ A simple web Stocks Portfolios Manager application.
 - ◆ [Responsibilities...](#)

Languages:

- Arabic – Native | English – Advanced (writing, speaking)

Note: This resume may be **outdated** to get a fresh copy visit my [website](#) or get a [direct copy](#)