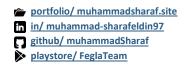
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Muhammad Sharafeldin

Computer and Systems Engineer



EDUCATION

B.S. of Science in Computer and Systems Engineering, Faculty of Engineering, Alexandria University.

Jun 2020

SKILLS

Languages: JavaScript, Java, Python, C++, SQL, and GraphQL.

Tools: React / React Native, NodeJS, ExpressJS, JIRA, Git, Firebase, Redux toolkit, SASS, Unity3D, and Photoshop. **Fair knowledge:** AWS, Deep learning, Game development, Native Android development, and 3D modeling.

Spoken languages: Arabic (native) and English (advanced).

EXPERIENCE

Full-Stack developer at Nabta Health

APR 2023 - Cont.

- Building Nabta App using React-Native with Native Modules to help women track and overtake health problems.
- Developed an infinite informative calendar package, and integrated external sensor SDK natively with rich charts.
- Secured the backend systems using best practices such as authentication, authorization, and encryption.
- Designed and implemented optimized RESTful APIs using Express.js.

React Native developer at **Beyond Apps Group**

Mar 2022 - APR 2023

- Developed and maintained MyZesty, an application for editing images and videos using deep-learning filters.
- Led the refactoring process of transforming the old system into a new performant one using functional components, custom-hooks, and modern packages like (React-Native Navigation and Bottom-Sheet).
- Used **React Native** and **Redux** to implement the social media part of the application.

Front-End developer at **Ejada Systems**

Jun 2020 - Nov 2020

- Worked on analyzing COVID19 data and visualized the results in interactive charts using Power BI.
- Built the front-end of a system that measures the performance of entities by tracking their sub-goals' progress.
- Developed the front-end structure using React to view the goals in an interactive tree and hierarchical views.

PROJECTS

Deep Fake (Graduation project)

Oct 2019 - Jun 2020

- In a team of 5, we managed to generate deep fake videos using StyleGan2 and an image encoder.
- Managed to mask the faces and refine edges using a convex hull algorithm in the process of replacing the real face with the fake one.
- We achieved an accuracy of 90% with a single image input.

GIPHY-Browser (Mobile application)

Feb 2022

- Developed a react-native app integrating the GIPHY API for searching and sharing GIFs easily.
- Used Redux Toolkit along with thunks to store feed GIFs and search results and manage memory efficiently.
- Implemented search filters and data pagination to optimize user queries and maximize user experience (UX).

Cross puzzle (Game)

Jan 2021 – Feb 2021

- Developed an entire puzzle game made in Arabic that depends on logic and Discrete Math.
- Created the game using React Native which was challenging to make good graphics, animations, performance, and maintain the game flow.

Online Book Store (Academic)

Mar 2019 - Apr 2019

- A system for bookstores with SQL that manages browsing and selling books with authenticated users.
- Implemented triggers, procedures, and event schedulers to handle database transactions.
- Developed the front-end logic in Java along with JavaFX for the user interface (UI).

ACHIEVEMENTS

• Performed **military service**, with a perfect role-model standing.

2021

• Reached the final elimination round (1,000 Out of +23000), top 5%, in Snakedown.

2017

Ranked 20th over 3000 Engineering students in the preparatory year in college.

2016