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Muhammad Sharafeldin
Computer and Systems Engineer

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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 **20**th over 3000 Engineering students in the preparatory year in college.   2016