Muhammad Sharafeldin

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EDUCATION

- **[Sep 2015 – Jun 2020] Bachelor's degree**
  Bachelor's degree in Computer and Systems Engineering, Faculty of Engineering, Alexandria University **(Very good with honors)**

EXPERIENCE

- **[Mar 2022 – Cont.] React Native developer at Beyond Apps Group**
  Developing and maintaining **MyZesty**, an application for editing images and videos using deep-learning filters. Responsible for refactoring old system into a new performant one using **functional components**, **custom-hooks** and modern packages like (React-Native Navigation and Bottom-Sheet), using **React Native and Redux**.

- **[Jan 2021 – Jan 2022] Software engineer at Nabta Health**
  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.

- **[Sep 2020 – Jan 2021] Front-end engineer at Ejada Systems**
  Built a system to help business plans achieve their goals by splitting into sub goals and track their progress. Developed the front-end structure using **React** to view the goals in an interactive both tree and hierarchical views.

PROJECTS

- **[Oct 2019 - Jun 2020] Deep Fake (Graduation project)**
  In a team of 5, we managed to generate deep fake videos using StyleGan2 and image encoder. Was able to mask the faces and refine edges using convex hull algorithm while replacing the real face with the fake one.

- **[Feb 2022] GIPHY-Browser (Mobile application)**
  Developed a react-native app integrating the GIPHY API for searching and sharing GIFs. Redux Toolkit along with redux thunks were used for storing feed GIFs and search results. Handling memory was the most challenging part.

- **[Jan 2021 - Feb 2021] Cross puzzle (Game)**
  A puzzle game depending on logic and Discrete Math. Created the game using **React Native** which was challenging to make good graphics, animation, performance, and maintain games flow. The game is made in Arabic.

- **[Mar 2019 - Apr 2019] Online Book Store**
  An academic project for building a system for bookstores with a SQL database that uses triggers, procedures, and event schedulers to handle transactions. The front-end logic was implemented for Java and UI was in JavaFX.

COMPETITIONS

- **Google Hash Code 18:** Top **10%**, ranked **2748** out of +37,000.
- **Snakedown:** Top **5%**, reached the final elimination round (**1,000** Out of +23000).

SKILLS

- **Languages:** JavaScript, Java, Python, and C++.
- **Concepts:** Design patterns, Data structures, OOP, and Analysis of algorithms.
- **Tools:** Git, React, Redux toolkit, SASS, Unity3D, Photoshop, and Cinema4D.
- **Fair knowledge:** Deep learning, Game development, Android development, NodeJS, ExpressJS, and 3D modeling.
- **Soft skills:** Team-player, Responsible, Passionate, Creative, Disciplined, and Leading personality.
- **Communication:** Arabic(native), English (advanced), and French (basics).