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, and C++.
Tools: JIRA, Git, React/React Native, Redux toolkit, SASS, Unity3D, Photoshop, and Cinema4D.
Fair knowledge: Deep learning, Game development, Android development, NodeJS, ExpressJS, and 3D modeling.
Spoken languages: Arabic (native) and English (advanced).

EXPERIENCE

React Native developer at Beyond Apps Group   **Mar 2022 – APR 2023**
- Developing and maintaining **MyZesty**, an application for editing images and videos using deep-learning filters.
- Responsible for refactoring 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.

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

Front-end engineer at Ejada Systems   **Jun 2020 – Nov 2020**
- 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 with only one image input.
- I was able to mask the faces and refine edges using a convex hull algorithm in the process of replacing the real face with the fake one.

GIPHY-Browser (Mobile application)   **Feb 2022**
- Developed a react-native app integrating the GIPHY API for searching and sharing GIFs easily.
- I used **Redux Toolkit** along with **thunks** to store feed GIFs and search results and manage memory efficiently.

Cross puzzle (Game)   **Jan 2021 – Feb 2021**
- A 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 a **SQL** database that uses **triggers, procedures**, and **event schedulers** to handle transactions.
- Implemented the front-end logic in **Java** and the UI using **JavaFX**.

ACHIEVEMENTS

- Performed military service, with a perfect role-model standing.   2021
- Ranked **2748** out of +37,000 participant teams, top **10%**, in **Google Hash Code 18**.   2018
- 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