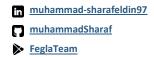
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Muhammad Sharafeldin

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, 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 <u>Beyond Apps Group</u>

Mar 2022 - APR 2023

- Developing and maintaining <u>MyZesty</u>, 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 20th over 3000 Engineering students in the preparatory year in college. 	2016