

Muhammed Mustafa

Milan, Italy - Software Engineer at Siemens

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Education

Master of Science, Computer Science & Engineering, Politecnico di Milano

2019 - 2021

Bachelor of Computer & Systems Engineering, Faculty of Engineering, Ain Shams University

2013 - 2018

Work Experience

Siemens

June 2021 - Present

SOFTWARE ENGINEER - FRONT END ENGINEER

Milan, Italy

- Re factorized and linted SASS files throughout our Flex Client Angular app.
- Created unit tests for multiple components in our Angular app snap-ins.
- Re factorized authentication service for Flex Client to work with cookies to handle multiple instances of the app.
- Enabled Dark mode throughout our app and updated the code to be touch compatible on iPads and Galaxy tabs
- Worked on F40i panel demo app. Tasks involved, adding Simpl components and customized them to our app needs, worked with Events simulator and created services to consume it in our app.

Upwork

Dec 2016 - Dec 2021

FREELANCE FRONT END DEVELOPER

Remote

- Developed custom Shopify themes using React.js, React hooks, Redux, and Liquid.
- Developed Shopify apps for automated Zip-code delivery fees calculations and a dark theme app
- Helped clients set their droppshipping business by setting up their websites, searching for winning products in their niches and adding up-sell features and marketing campaigns

Projects

Flutter E-commerce App

2020

- Developed an e-commerce app using Flutter and Firebase that features Google sign in, payment with Stripe and an elegant design.

Flee the Dungeon

2019

- Implemented basic world physics and interaction, like collision detection, using WebGL and JavaScript in a game where you are tasked to escape a dungeon.

Arabic Virtual Assistant on Android

2018

GRADUATION PROJECT

- Worked on intent analysis and recognition module for Egyptian colloquial Arabic using Wit.ai.
- Developed some features in the assistant like opening non-native apps, WiFi and Bluetooth, Google search and setting a reminder.

E-commerce Website Based on Shopify - veggievogue.com

2018

- Designed an elegant UI/UX using Adobe XD.
- Implemented the theme using JavaScript, Sass and Liquid (Shopify's Templating Language).
- Increased the conversion rate of the platform from 2.7% to 7.5% as a result of the new Upsell feature and the new UI/UX.

Web Chess Engine

2017

- Designed and implemented a web based chess engine with special moves like promotion and castling using JavaScript.
- Implemented an AI option with multiple difficulties using the mini-max algorithm with alpha-beta pruning to determine computer moves with a max depth for each difficulty.

React self-training apps

2020 - present

- Rick and Morty API based web app Technologies: React, Typescript, and Sass modules
- Netflix Mock app Technologies: React, Typescript, styled components and Firebase
- Todoist clone App Technologies: React, Typescript, Sass modules and Firebase

Publications

Politecnico di Milano

Oct 2020 - May 2021

UNDERSTANDING THE MICROSERVICES ECOSYSTEM THROUGH DOCKER CONFIGURATION FILES

- Scraped repositories in platforms like GitHub, SourceForge and BitBucket for microservice projects that contain Docker configuration files.
- Extended four queries to retrieve the repositories that are related to microservices and contain Docker configuration files from GitHub and other platforms (using API version 3).
- Analyzed the repositories for new information and compared the results to what we already have.

Skills

Programming

C++, JavaScript, Typescript, Python, Bash, Java, Dart

Industry Skills

Problem Solving, Data Structures, Algorithms, OOP, UML, Front End Development, Agile Development, UI/UX design

Technologies

Angular, MongoDB, Express.js, Node.js, React.js, Redux, Axios, Figma, Sass, CSS, REST APIs, GraphQL, AJAX, Flutter, WordPress, MySQL, Firebase, Liquid, Git, Docker, Bootstrap, jQuery, WebGL, Material-UI