

Myriam Hamam Ebrahim Abdelmalek

Software Engineering Student | Full-Stack Developer

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PROFILE

3rd-year Computer Science student majoring in Software Engineering at Misr International University. Interested in backend development, system design, and building scalable software solutions. Currently seeking a software engineering internship to apply technical skills in a professional environment.

EDUCATION

Bachelor of Computer Science

Expected Graduation: 2027

Misr International University (MIU)

Major: Software Engineering | **Minor:** Software Development

SKILLS & EXPERTISE

Programming Languages

Java, Python, C++, C, JavaScript

Software Engineering

OOP, Data Structures & Algorithms, Design Patterns, SDLC, Agile Methodology

Data & Analytics

Power BI (Data Visualization, Dashboards, Reporting)

Web Dev & Backend

HTML5, CSS3, React.js, Node.js, Express.js, RESTful APIs, MongoDB, MySQL

Networking & Systems

Cisco Packet Tracer, VLANs, OSPF/EIGRP, NAT, VPN, Enterprise Network Design

Tools & Platforms

Git, GitHub, Jira, Android Studio, VS Code, Linux

TECHNICAL PROJECTS

Personal Portfolio Website

Frontend Web Development

Designed and developed a fully responsive personal portfolio to showcase software engineering projects, technical skills, and academic achievements. Live demo: myriam-hamam.github.io/my-portfolio_2

Blink-to-Click (Web & Mobile App)

Android Studio, Java, React.js, Python

Developed an accessible hands-free application utilizing blink detection for Human-Computer Interaction. Built the mobile version using Java/XML in Android Studio, and the web platform using React.js, integrated with a Python backend.

TripLink

Full-Stack Development, API Integration

Developed a travel planning web application with itinerary management and secure user authentication. Integrated real-time data handling to ensure smooth user interactions.

CampusEats

Web Development, Database Management

Built a scalable food delivery platform for university campuses, featuring restaurant browsing, cart management, and order tracking. Implemented a modular backend to efficiently handle peak order volumes.

Recruitment System

Java, OOP, Design Patterns

Designed and implemented a recruitment management system with secure authentication, candidate filtering/sorting functionality, and modular architecture using design patterns and file-based data persistence.

Advanced Network Design

Cisco Packet Tracer

Architected a full-scale enterprise network simulation implementing VLAN segmentation, dynamic routing (OSPF/EIGRP), VPN tunneling, DHCP services, NAT configuration, and EtherChannel link aggregation.

PintOS Alarm Clock & Scheduling

C, OS Concepts, Kernel-Level Programming

Modified the PintOS kernel to redesign alarm clock behavior and optimize thread scheduling mechanisms at the operating system level, reducing CPU busy-waiting.

Movie Rental System

C++, Data Structures & Algorithms

Developed a console-based movie rental management system applying core algorithms for efficient inventory management, customer tracking, and rental transactions.