Abdullah Nashat

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SOFTWARE ENGINEER | DATA ANALYST | BUSINESS ANALYST

Fresh Computer Engineering graduate with excellent analytical and critical thinking skills. Acquired high level of software development skills through university studies and side projects. Currently interested in data and business analysis full-time jobs.

TECHNICAL SKILLS

- Scripting and developing.
 - Python | C/C++ | C# | MATLAB | SQL | JavaScript | CSS | HTML | R | Git
- Deep learning and computer vision.
 - o Pre-processing data.
 - Designing deep learning models and testing different cases to validate the performance of the model.
 - Reporting the accuracy and the result of the model.
- Game design using C# on unity.
 - Researching and designing the right mechanics and the system of the game before designing the gameplay.
 - Writing C# scripts for the objects of the game and applying animations and assets.
 - Optimizing the scripts and the gameplay objects for better game performance.

- Data analysis.
 - o Applying queries using SQL.
 - Visualizing data using Python.
 - Data modeling using Tableau and Power Bi.
- Web app Backend and Frontend
 - o React | Node.js | Django.
 - o Integrating frontend with backend.
 - Using JavaScript | CSS | HTML in frontend and Python/JavaScript in backend.
- Designing digital circuits (LTspice and Eagle).
 - Simulating digital circuits before manufacturing following the right logic needed (used Eagle more on circuit board layouts)
- Creative Coding using JavaScript.

EDUCATION

B.S. in Computer Engineering The American university in Cairo

Jan 2023

PROFESSIONAL EXPERIENCE

Data Engineering Intern, KnowledgeNet

May 2022- Aug 2022

- Responsibilities:
 - Doing research to report data applying web scraping using python.
 - Preprocessing for the data as well as designing a simple machine learning model, as a start for a more advanced model, to translate the data into text.
 - Data warehousing and using a data integration ETL tool such as Talend after designing and finishing the data warehouse on SQL server.
 - Writing technical reports and technical briefs and holding meetings with departments' managers.
 - Balancing the tasks between two teams; the data team and product growth team.

Undergrad TA for Fundamentals of Computer Science course

Sep 2017- Dec 2017

Responsibilities:

- Providing needed support to students such as advising, providing office hours, and holding sessions.
- Communicating with the instructor to better organize the lectures and the materials for the students.

LANGUAGES AND OTHER SKILLS

LANGUAGES:

- Arabic
- English

OTHER SKILLS:

- Graphic design.
- UI/UX design.
- Designing 3d models using fusion 360
- Adobe Creative Suite

CERTIFICATES

 Microsoft Certified: Azure Data Fundamentals (certification number: R4536E-950E4D)

ACTIVITIES

- Fundraiser in the student union.
- Multimedia member in the computer engineering/science association.
- HR member in theater and film club.
- Fundraiser in the AUC Finance and Economics club.
- Academics member in the IEEE club.