Nadeen Ali Elitriby

Computer and Information Science Student

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Career Objective

A motivated Computer Science student with a strong foundation in database management, active learning in developing mobile applications with flutter framework, and a track record of thriving under pressure. Eager to contribute my skills and enthusiasm to a forward-thinking development team, aiming to enhance my expertise and make meaningful contributions to innovative projects.

Education

Ain shams University
Computer and Information Science Student

Armenian Catholic Sisters' School

Experience

Support Club **Oct-2023**
Flutter member

Innovation Club **Oct-2023**
Vice Head

ASU Career Center **Aug-2023 to Oct-2023**
Former Trainee

-Upskill program enhanced my soft skills especially communication and leadership skills.

acmAscis **October-2022 to March-2023**
former trainee

-Manage time to complete tasks within deadline.

-Problem Solving using c++ language

Skills

C++ language

Java

Data Structures

Object Oriented Programming

DataBase

Problem Solving

Team Leadership

Languages

English
B2

French
A2

Projects

Guide Me **March to May 2024**

Developed a C++/Qt transportation management system with DFS/BFS pathfinding and data persistence

https://github.com/Emannsaleh/Guide__Me

- Manages transportation routes (add, update, delete).
- Implements DFS and BFS for route exploration.
- Pathfinding within a budget.
- Stores graph data (cities and routes).
- Visualizes nodes and edges interactively with Qt creator
- File read/write operations for saving/loading data.

Water Quality Ai Project **march to may 2024**

This project predicts water potability using 7 machine learning models. It features data preprocessing, exploratory analysis, and a Streamlit app for real-time predictions and visualizations.

https://github.com/MARWA556/AI_Water_Quality_Project

- **Objective**: Predict water potability with machine learning.
- **Data Handling**: Address missing values, outliers, and perform EDA.
- **Models Used**: Logistic Regression, Random Forest, and others.
- **Evaluation**: Assess models with accuracy, precision, recall, and F1-score.
- **Streamlit App**: Real-time predictions and visualizations for user inputted parameters.

Gym System **Nov-2023 Jan-2024**

Gym Management System: Object-oriented, robust user and equipment tracking with secure data integrity, enhanced by a JavaFX GUI.

https://github.com/maryam-galal/GYM.git

Gym Management System:

- Object-oriented design implemented for scalability and maintainability.
- Comprehensive functionalities including user registration, login, equipment display, and subscription tracking.
- Enforced constraints ensure data integrity and system security.
- Secure handling of updates and user interactions with javaFX GUI
- Well-documented codebase with concise documentation for easy understanding.

Uber Application Database

Uber's database powers its ride-sharing platform, managing driver and vehicle data, ride requests, payments, and discounts for users

https://drive.google.com/drive/folders/1KageZODEBVIDgE-Tf4rAWt3ntA8LCXUZ?usp=drive_link

- **Uber Database** :
  - Captures crucial details for the ride-sharing platform, includes:
    - Driver and vehicle information.
    - User profiles.
    - Payment transactions.
  - Supports functionalities such as ride requests, cancellations, and feedback.
  - Tracks ride details for reporting and analysis.
  - Users can avail discounts and promo codes for cost-effective rides.

PacMan Game **March-2023 May-2023**

Pacman game in C++ with SFML, mirroring the original, features ghosts with random or chase behavior via BFS on a tile map. Added challenge elements include crash box and fire gun.

https://github.com/Nada-Hany/pacman-game

- **Pacman Game**:
  - Implemented in C++ using SFML.
  - Simulates the original Pacman game.
  - Includes ghosts with behavior:
    - Random movement.
    - Chase using breadth-first search algorithm on a tile map.
  - Added features:
    - Crash box and Fire gun to increase difficulty.