Mohamed Ashraf

+201000900249 | nyuriumuri@gmail.com | github.com/nyuriumuri |
nyuriumuri.github.io/Projects/archive

EDUCATION

Spring 2023 - Bachelor of Science & Bachelor of Arts, The American University in Cairo   2018-2023

First Major: Computer Engineering (BSc)
Second Major: Philosophy (BA)
3.69 GPA

PROJECTS

School Game Dev Project - Unity   June'20-July'20

2ahwa Ya Basha!

Collaborated with a Graphic Design student to create a game in two weeks. My tasks included designing and implementing mechanics, communicating with my partner over the required visual assets and their intended usage, general programming, and testing for bugs.
itch.io: `https://gurinucida.itch.io/2ahwa-ya-basha-download`

Personal Ionic-React Project   Aug'21

Generic RPG Dice Roller

A simple-yet-flexible generic dice roller made with Ionic-React. The app accepts as input the number of dice to be rolled, their type (I.E: d6, d10, d20, etc...), and a scoring criteria (I.E: sum of the rolls, number of dice with rolls > 7, etc...), and outputs all the rolled dice as well as the computed score.
Link: `https://nyuriumuri.github.io/DiceRoller/`

Personal React Project   Feb'22

Wordle Guesser

A guessing tool for the online game Wordle. The app uses user feedback to approximate the correct solution. Suggested guesses the user finds unlikely can also be freely skipped.
Link: `https://nyuriumuri.github.io/WordleGuesser/`

SKILLS

Languages	Arabic (mother tongue) English
Programming Languages	C/C++, C#, PYTHON, HTML, CSS, JAVASCRIPT (REACT.js), LUA, MYSQL
Software	UNITY, DEFOLD