

Moamen Soroor

Dot Net Developer

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Career Objective

Junior Software Developer, hoping to apply my knowledge and skills in .Net and web applications development field in real-world applications, gaining new experience and adding value to the corporate.

Education

ITI 9-Month Professional Diploma, Intake 41

Oct. 2020 – Present

Information Technology Institute [ITI], Smart Village Branch, Giza, Egypt

System Development Track (Software Architecture)

Bachelor of Computer Science & Engineering

Sep. 2013 – Jun. 2019

Faculty of Electronic Engineering, Menoufia University, Menouf City, Egypt.

- **Grade:** Good
- **Graduation Project Title:** Object Detection (A Deep Learning Based Approach).
- **Graduation Project Grade:** Excellent

Technical Skill

Programming

- C# (Excellent)
- Python (good)
- Nodejs (good)
- C++ (good)
- Java (good)

Database

- SQL Server
- SQLite
- MongoDB

.Net Technologies

- WPF (MVVM Arch.)
- ASP.Net Core API
- ASP.Net Core MVC
- Blazor Web Assembly

.NET Data Access

- ADO.NET
- Entity Framework
- Dapper

Front End

- HTML/CSS
- XML/JSON
- JavaScript
- Bootstrap
- Angular

Software Engineering

- Scrum

Testing

- Unit Testing (C#)

Conceptual Knowledge

Deep Understanding of:

- OOP
- SOLID Principles
- Dependency Injection
- Database Design

Good Understanding of:

- Design Patterns
- Functional Programming

Soft Skills

- Self-educator
- Problem Solver
- Good Analytical Thinker

Personal Information

Gender: Male

Military Status: Postponed

Marital Status: Single

Language

- Arabic (Native)
- English (Good)

Projects

I have created many projects that includes but not limited to:

- **Professional CSharp Code**

This repository has C# code I have implemented to achieve a good understanding of the .net and C# language features, based on the books I have been read:

[Pro C# 7 With .NET and .NET Core](#) and [C# 7.0 in a Nutshell](#)

URL: <https://github.com/MoamenSoroor/professional-csharp-code>

- **Digging Jim Game:**

Digging Jim game remake using **HTML and JS**

My roles in the game were animation, moving player, and rocks falling algorithm

URL: <https://github.com/MoamenSoroor/digging-jim-game>

- **Examination system:**

Desktop Application that enables students to do MCQ Exams, enables instructors to manage the courses, assign student to courses, report the results of the exams.

My roles were creating the User interface using win forms and consuming the repositories.

Technologies used: **C# Windows Forms, Microsoft SQL Server and Entity Framework.**

URL: https://github.com/omarabdellatif97/exam_system

- **Job Recruitment Web Application:**

Company Recruitment system to manage the applications of the candidates.

My roles were in the Data Access Layer, I have applied the repository pattern and the unit of work pattern on the entity framework core.

Technologies used: **ASP.NET Core MVC, Entity Framework, and SQL Server**

URL: <https://github.com/omarabdellatif97/jobsite>

- **Clinic Management System:**

Desktop application for managing Clinic Sessions and Payments

Technologies used: **java - javafx - fxml – CSS – SQLite**

URL: <https://github.com/MoamenSoroor/Children-clinic>

- **Cryptography Algorithms app:**

applying Cryptography Algorithms (Caesar, Playfair, DES, RC4, and RSA) with Simple UI to test Algorithms functionality and to see the encryption process phases with Logs and Errors.

Technologies used : **java - javafx – fxml**

URL: <https://github.com/MoamenSoroor/EncryptionAlgorithms>

- **Connect Four - 2 Players Local Network - Game:**

applying Network programming concepts using Sockets, and Threads

Technologies used: **python3 – pygame lib**

URL: <https://github.com/MoamenSoroor/Connect-Four-Game>