

Omar Waqqad

Giza, Egypt | +2001070468562 | waqado@gmail.com | www.linkedin.com/in/omar-waqqad-3318a8284 | <https://github.com/omarwaqqad>

EDUCATION

Modern Academy

Bachelor of Science in Computer Science

Egypt

Expected Graduation: 2026

PROFILE

Computer science student and DEPI trainee specializing in cross-platform mobile development. Skilled in Flutter, Python, and C++. Built real projects including speech recognition tools and AI-powered games. Fast learner with strong problem-solving skills, seeking real-world impact through software.

EXPERIENCE

Digital Egypt Builders Initiative (DEPI)

June 2025 – Present

Cross-Platform Development Trainee — MCIT – Egypt

- Selected for a competitive, government-funded tech scholarship targeting Egypt's top CS talent.
- Focused on mobile and web development using Flutter and modern software engineering principles.
- Gained practical experience in OOP, design patterns, data structures, and clean architecture.
- Worked on real-world projects with professional mentorship and peer collaboration.

PROJECTS

Metro Guide App | Flutter, GetX, Geolocator, Geocoding, Map Location Picker

- Developed a cross-platform mobile app to help users plan metro trips efficiently
- Implemented smart route planning with minimal transfers between lines
- Added nearest-station detection using GPS and address-based geocoding
- Integrated interactive map picker for station and destination selection
- Estimated travel time and fare using station distance data (GeoJSON)

Speech-to-Text System | Python, Deep Learning

- Built a speech recognition tool that converts audio to text using deep learning models
- Trained on recorded datasets; handled English input
- Integrated basic preprocessing (MFCC features, noise reduction)

Pac-Man Game AI | Python, Pygame

- Built a Pac-Man game using A* and Minimax algorithms for intelligent ghost behavior with real-time feedback.
- Implemented custom pathfinding and decision-making logic with strategic game state evaluation
- Visualized the game with real-time feedback and user control

Mini 2D Game (Unity) | Unity, C#

- Created a simple interactive game in Unity as a solo project
- Scripted player movement, enemy behavior, and scoring system using C#
- Designed all gameplay mechanics and UI elements from scratch

SKILLS

Programming Languages: Dart, C++, Java, Python, C#, JavaScript, HTML/CSS, SQL

Frameworks, Game Engines: Flutter, Firebase, Unity

AI & Algorithms: TensorFlow, A*, Minimax, MFCC (for speech features)

Developer Tools: Git, Android Studio, VS Code, SQL Server, AnyLogic, Pygame, Visual Studio, IntelliJ

Libraries: pandas, NumPy, Matplotlib, OpenCV, SpeechRecognition

Soft Skills: Client communication, Problem solving, Adaptability

Languages: Arabic (Native), English (Professional)