Rami Shenouda

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EXPERIENCE

Full stack developer - DoItBig

📅 29 Jul 2021 - Present   📍 Utrecht, Netherlands
- Developed and maintained multiple web applications using technologies such as TypeScript, Tailwind, Bootstrap, Angular, and Nest.JS
- Participated in code reviews and provided constructive feedback to improve the quality of the codebase
- Collaborated with a cross-functional team of designers, developers, and product managers to deliver high-quality software on time
- Implemented responsive design and optimized the performance of web applications for different devices and browsers
- Implemented REST APIs for data manipulation and integration with third-party services

Technologies used: Nest.js, Angular, Tailwind, Bootstrap, Cypress, Jest, TypeScript, Docker, CI/CD

Software engineer - Roczniewski Schwede GbR - CodeKiste (contract)

📅 11 Dec 2020 - 22 Mar 2021   📍 Germany
- Helped the company on expanding an API for creating games using phaser, and testing it to ensure it is functioning correctly.
- Responsible for creating simple games for new programmers to teach them how to code
- Developed more than 30 games. which are being used to teach kids and new developers how to code.

Technologies used: JavaScript, Phaser.

Software engineer internship - DrugCatcher

📅 27 Sep 2020 - 27 Nov 2020   📍 Alexandria, Egypt

Responsible for developing custom React front-ends for client projects from scratch, and helping managing database schema and implementing models.

Technologies used: Node.js, Sequelize, React, JavaScript, SQLite, MySQL.

LANGUAGES AND TECHNOLOGIES

Programming Languages: JavaScript, C#, TypeScript, C++, HTML/CSS
- Familiar: Python, Java

Tools and Technologies: Git, Unity, .NET Core, Angular, React, PostgreSQL, Docker, Cypress

EDUCATION

B.Sc. in Computer Science 2017 – 2021 - Ain Shams University, Egypt

PROJECTS

- **MySoul** (May 2020). A dating platform where you can chat with like-minded people.
  - Implemented authentication and authorization system using JWT tokens.
  - Built a chat messaging system using SignalR.
  - Added the ability to upload images using Cloudinary.
  - Technologies used: .NET Core, Angular, Docker, Entity Framework, SQLite, SQL Server, SignalR | Source / Live

- **CardsBench** (Present). A web application to share notes and track issues that is based on Trello.
  - Added the ability to share notes between users.
  - Implemented RESTful API to manage user notes and issues.
  - Technologies used: ASP.NET Core, ReactJS, Docker, Entity Framework, SQLite. | Source / Live

- **PixelArtMaker** (October 2019). An application for creative minds who want to draw pixel arts.
  - Basic tools for drawing (Pencil, Eraser, Color Picker).
  - Undo and Redo functionality .
  - The ability to control the drawing board.
  - Technologies used: JavaScript, HTML5, CSS3 | Source / Live

- **AttackOnWords** (October 2019). A browser game where you shoot invading words by typing specific phrases.
  - Used Unity to develop the game logic.
  - PHP and phpMyAdmin for the backend. Storing and requesting words each milestone (5 – 8 Levels).
  - Technologies used: Unity, C#, PHP, phpMyAdmin | Source / Live