Rami Shenouda

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EXPERIENCE

Software engineer - Micromata (contract)

📅 11 Dec 2020 - Current   📍 Germany

Responsible for creating simple games for new programmers to teach them how to code, and helping them to implement an API to create games using Phaser

Technologies used: JavaScript, Phaser.

Project coordinator - DrugCatcher

📅 27 Nov 2020 - Current   📍 Alexandria, Egypt

Responsible for managing and aiding new interns as well as assigning tasks to meet the project requirements.

Software engineer - 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

EDUCATION

Ain Shams University, B.Sc. in Computer Science: 4th year, 2017 – 2021.

- **Online shopping store system** (April 2019). A University project for E-commerce website that has
    - Authentication and authorization system
    - CRUD operations for products and users (only admins can delete or edit users)
    - Notification system
    - Technologies used: PHP, JavaScript, phpMyAdmin / Source

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

- **NETMenu** (August 2020).A DOTNet tool to create a menu for console projects with various options.
    - The ability to use the arrows keys and create nested menus.
    - The ability to change colors, cursor, padding, merging, and the symbol.
    - Technologies used: C# | Source