

# SALAH-ELDIN HASSEN

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## SUMMARY

Dynamic and adaptable Software Engineer with extensive experience across embedded, digital, and web technologies. Proficient in C/C++ and Python, I excel at leveraging advanced AI tools to transform innovative ideas into robust, production-ready solutions. A fast learner and effective collaborator, I bring a creative, forward-thinking approach to solving complex technical challenges.

## EDUCATION

- **Cairo University Faculty of Engineering, Department of Electronics and Electrical Communication Engineering (CUFE EECE) // 2021 - 2026.**

## WORK EXPERIENCE

- **Robotics & Embedded Instructor // Beta Academy // Seasonal // Jan 2023 - Present.**
  - Promoted from Technical Support to Lead Instructor for Arduino and AVR embedded systems, instructing 600+ students in programming and hardware integration with consistently positive feedback.
- **Coding AI Trainer // Outlier // Freelancing // Nov 2024 - Dec 2024.**
  - Trained and optimized AI models for coding tasks through iterative evaluation, scenario-based testing, and targeted training frameworks to enhance code generation accuracy and algorithmic proficiency.
- **Data Entry Clerk // Covo Connect // Full time // Jun 2023 - Jul 2023.**
  - Entering banking data from photos to text, improving touch-typing skills.

## SKILLS

- **Software:** C / C++ - OOP - MATLAB - Assembly - Rust - Data Structures - Algorithms - Python - Automation - Scripting - Kali Nethunter - Ubuntu - Debian - AI tools - Qt - Git & Git-Hub - Latex.
- **Embedded:** Atmega16/32 (AVR) - PIC18F2XK20/4XK20 (PIC) - STM32 - ARM Cortex-M - Embedded C - FreeRTOS - I2C - USART - SPI - SOMEIP.
- **Digital:** HDL languages (VHDL, Verilog, System Verilog). - FPGA Xilinx - Linting
- **Web:** HTML5 - CSS3 - JavaScript - Bootstrap - jQuery - Laravel - SQL.
- **Tools:** Visual Studio - Eclipse - Cube IDE - MPLAB Code Configurator - MATLAB - Proteus - Cadence - Multisim - Questa/Modelsim - Vivado - Arduino IDE - QT Creator - DataGrip - Altium

## PROJECTS

- **Concurrent Rust TCP Server with Test Suite Optimization**
  - Developed a multithreaded TCP server in Rust, transitioning from a buggy single-threaded implementation. Improved client handling using Protocol Buffers for structured communication. Optimized the test suite by resolving port conflicts through port isolation and serial execution strategies.
  - **Key Elements:** Rust, Multithreading, Protocol Buffers, Thread Safety, Non-blocking I/O.
- **Advanced Tic Tac Toe Game**
  - Developed a C++ Tic Tac Toe game featuring user authentication, personalized game history, and AI-driven gameplay using the minimax algorithm. Implemented an interactive GUI with Qt, secure user management with hashing, and performance optimizations. Automated testing was conducted using Qt Test on Github Actions.
  - **Key Elements:** C++, Minimax Algorithm, Secure Hashing, Qt, Qt Test, SQLite, Git, GitHub Actions.
- **Advanced Image Editor with Qt and OpenCV**
  - Built a C++ image editor using Qt and OpenCV, supporting cropping, resizing, and various filters (blur, grayscale, sharpen). Designed a dark mode UI with drag-and-drop image loading and real-time editing capabilities.
  - **Key Elements:** C++, OpenCV, Qt.
- **FreeRTOS-Based Dual Microcontroller Door Security System**
  - Designed a dual-microcontroller-based door security system with FreeRTOS, password authentication, and automated mechanisms. Utilized I2C EEPROM storage and motion detection for enhanced access control.
  - **Key Elements:** ATmega32, I2C, USART, EEPROM, FreeRTOS, PIR sensor, H-bridge.
- **Advanced Digital Multimeter on PCB**
  - Designed a PCB-based multimeter to measure voltage, current, and resistance, integrating an LCD, keypad, and ADC for signal processing.
  - **Key Elements:** ATmega32, PCB, GPIO, LCD, Keypad, ADC, Relays, MUX, DEMUX.
- **I2C-Integrated Control Unit**

- Developed an I2C-based control unit for temperature monitoring and motor control, integrating RTC, EEPROM, and a slave MCU.
- **Key Elements:** PIC18F46K20, I2C, USART, RTC, EEPROM.
- **SPI Slave Interface**
  - Developed an SPI Slave Interface with optimized FSM and debug core integration, including simulation and constraints.
  - **Key Elements:** Verilog, SPI, FSM Design, Simulation, Linting.
- **Spartan-6 DSP48A1**
  - Designed and tested a DSP48A1 digital signal processing block in Verilog with C++ test benches and simulations.
  - **Key Elements:** Verilog, DSP48A1, C++ Simulation, Test Benches, Linting.
- **Laravel Workshops System**
  - Built a Laravel system for workshop scheduling, participant management, and attendance tracking.
  - **Key Elements:** Laravel, PHP, MySQL, Bootstrap, Git.

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## COURSES

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