

MOHAMED SHAHMY

SOFTWARE ENGINEER

CONTACT



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<https://shahmy1.github.io/Portfolio/>



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<https://github.com/shahmy1>

PROFILE

Enthusiastic and dedicated Software Engineering graduate with a passion for software development, particularly in Java. Recently completed the Higher National Diploma (HND) in Software Engineering. Equipped with a solid understanding of Java fundamentals, object-oriented principles, and software development methodologies. Eager to leverage my Java expertise to contribute to innovative software projects and tackle complex challenges in the field. Committed to continuous learning and growth, with a strong desire to expand my Java skill set and stay updated with the latest advancements in the industry.

SKILLS

- **Programming Languages:** Java, CSS, HTML, JavaScript, Python, Dart
- **Development Tools:** Visual Studio Code, IntelliJ IDEA, NetBeans
- **Libraries/Frameworks:** Swing, AWT, Spring Boot, Flutter
- **Database Management:** MySQL
- **Tools:** Git

PROJECTS

Snake Game App

Developed a classic Snake game application using Java, Swing, and AWT.

- Implemented features such as snake movement, food generation, and score tracking.
- Designed an engaging user interface for a seamless gaming experience.
- Repository Link: [\[https://github.com/shahmy1/Snake-Game\]](https://github.com/shahmy1/Snake-Game)

Java Calculator App

Created a fully functional calculator application using Java, Swing, and AWT.

- Implemented basic arithmetic operations (addition, subtraction, multiplication, division) and additional functions.
- Designed an intuitive user interface for easy input and output.
- Repository Link: [\[https://github.com/shahmy1/Calculator\]](https://github.com/shahmy1/Calculator)

ATM Project

Developed a simulated ATM system using Java.

- Implemented features such as user authentication, account balance checking, cash withdrawal/deposit, and transaction history.
- Designed a console-based interface for user interaction.
- Repository Link: [\[https://github.com/shahmy1/Simple-ATM-Project\]](https://github.com/shahmy1/Simple-ATM-Project)

Car Rental System

Designed and implemented a car rental management system using Java, and Swing.

- Developed features for car inventory management, customer booking, billing, and reporting.
- Designed a user-friendly GUI using Java Swing for a better user experience.
- Repository Link: [\[https://github.com/shahmy1/Car-Rental-System\]](https://github.com/shahmy1/Car-Rental-System)

EDUCATION

- Higher National Diploma in Software Engineering.
Esoft Metro Campus.
2022-2024.
- Passed G.C.E. Advanced Level Examination.
2021.
- Passed G.C.E. Ordinary Level Examination.
2018.

LANGUAGES

Sinhala



Tamil



English



REFERENCES

Mr. M.R.M RIMSAN

Junior Network Admin / Tech Support
Executive.

Reservations Gateway (Pvt) Limited

4, Geethanjalee Place,

Level 4,

Colombo 03, Sri Lanka.

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Mr. Lakpiriya Weerasinghe.

Assistant General Manager

Esoft Kandy.

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Tic-Tac-Toe Game

Created a Tic-Tac-Toe game application in Java, Swing, and AWT.

- Implemented game logic for player vs. player and player vs. computer modes.
- Designed an interactive UI with board visualization and game status display.
- Repository Link: [<https://github.com/shahmy1/Tic-Tac-Toe-Game>]

Portfolio Frontend Website

Developed a personal portfolio website using HTML, CSS, and JavaScript to showcase projects and skills.

- Implemented a responsive design to ensure compatibility across various devices and screen sizes.
 - Utilized CSS for styling and creating a visually appealing layout.
 - Added JavaScript functionality for interactive elements such as smooth scrolling, dynamic content sections, and form validation.
 - Designed an intuitive and user-friendly interface to enhance user experience.
 - Repository Link: [<https://github.com/shahmy1/Portfolio>]
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