Abdelrahman Taha

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Education

Alexandria University, BS in Electrical Engineering — Sep 2022 – Aug 2027
Electronics and Communications Department
GPA: 3.45/4.0
Coursework: Electronics, Solid State Devices, Microprocessors, C Programming

Experience

Data Engineering Trainee – DEPI — Jan 2025 – Present
- Training on Python, SQL, AWS, and real-world data pipelines.

Machine Learning Committee Member – IEEE SSCS — Jan 2025 – Present
- Participated in structured training sessions on machine learning methodologies and best practices
- Implemented acquired machine learning techniques to develop and optimize real-world applications

Real Estate Cold Caller - RCC — 2025-Present
- Conducted outbound cold calls to property owners to assess interest in selling, qualifying leads for potential real estate opportunities.

Technical Support Representative, Optimum (Remote) — Jun 2024 – Sep 2024
- Resolved internet/TV issues and escalated complex technical problems.

Projects

3D Game Engine (C++, GLSL, OpenGL) — GitHub
- Designed and developed a custom 3D game engine in C++ using OpenGL, implementing core systems including rendering, input handling, and a modular, object-oriented architecture.
- Built a basic real-time lighting system supporting directional and point light sources, integrating them into a custom forward rendering pipeline using GLSL shaders.

Procedural Dungeon Generation (C#, Unity) — GitHub
- Used BSP and A* to create interconnected rooms and hallways.
- Enhanced performance using instancing and mesh merging.

Custom NavMesh Generation (C#, Unity) — GitHub
- Analyzed topology to identify walkable surfaces for AI navigation.
- Optimized for real-time applications.

Procedural Terrain System (C#, Unity) — GitHub
- Generated chunk-based terrain using Perlin noise and LOD techniques.

Basic Operating System (C)
- Built a basic operating system in C with process scheduling, memory management, and interrupt handling.
- Created custom system calls and I/O functions to simulate user–kernel interaction.

Skills

Problem Solving, Teamwork, Multitasking, Public Speaking
Gained through Unity projects, technical support, and academic presentations.

Technologies

Languages: C++, C, ,GLSL, Python, C#, SQL
Technologies: .NET, ASP.NET, SQL Server, Unity, Blender
Concepts: OOP, Procedural Generation, NavMesh, LOD

Languages

Arabic (Native), English (Fluent – C1), German (Beginner – A1)