Ali Abdelrahman

Computer Engineering Student

alifaki077@gmail.com | [LinkedIn](#) | [Github](#)

ABOUT

I'm a computer engineering student interested in various topics including web development, game development and computer graphics. I develop backend systems using C#/.NET and Python while i design frontend user interfaces with Angular and Vue.js. I also make games with Unity and Godot game engines.

EDUCATION

Bursa Uludağ University   Bursa, Türkiye
Bachelor of Computer Engineering   *2022 - PRESENT*
- GPA: 3.4/4
- Expected Graduation Date: July 2026

EXPERIENCE

Software Engineer Intern   July 2024 - September 2024
ULUTEK Teknopark   *Bursa, Türkiye*
- Created a dynamic web application using Angular.
- Collaborated with UI/UX designers to implement Angular components using Angular Material and Tailwind CSS.
- Designed and implemented the backend architecture with ASP.NET and C#, connected to an MSSQL database.
- Used the Nx monorepo structure to enhance modularity and project scalability.
- Performed code reviews to maintain team-wide coding consistency.

Freelance Software Developer   September 2020 - June 2021
StrangeLogic   *Remote*
- Developed a distributed web scraper using Python to extract SEO data from hundreds of thousands of domain names across the internet.
- Implemented a distributed architecture using ray.io to distribute the workload across multiple servers, optimizing performance and efficiency.
- Designed and implemented the backend infrastructure using the Flask framework.
- Created a frontend interface using Vue.js.

SKILLS

Languages: English (Advanced, C1), Turkish(Advanced, B2), German (Beginner, A2), Arabic (Native)
Programming Languages: Python, C#, Javascript
Frameworks: Angular, ASP.NET, Vue.js, Flask
Database Systems: PostgreSQL, SQL Server, Sqlite
Tools: Git, Github, Docker, Postman, SSMS

PERSONAL PROJECTS

vsi | [GitHub Link](#)
- An interpreter for a programming language I designed, implemented in Python.

Coobalance | [itch.io Link](#)
- A co-op pc game, won 3rd place in ulujam game jam 2024.
- Technologies Used: Unity game engine, C#

Qvote | [GitHub Link](#)
- A web application to create quick polls and surveys.
- Technologies Used: Vue.js, JavaScript, Python, Flask, PostgreSQL.