Ali Abdelrahman

Computer Engineering Student

contact@aliabdelrahman.me | LinkedIn | Github

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#.
- Used the Nx monorepo structure to enhance modularity and project scalability.

Part-time 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), Arabic (Native), German (Beginner, A1)
Programming Languages: Python, C#, Javascript
Frameworks: Angular, ASP.NET, Vue.js, Flask
Database Systems: PostgreSQL, SQL Server, Sqlite
Tools: Git, Github, Docker, Postman

PERSONAL PROJECTS

BUÜ Duyuru Bot | GitHub Link

- A Telegram bot that automatically retrieves announcements from Bursa Uludağ University's website and delivers real-time notifications to subscribed users.
- Technologies Used: C#, Sqlite, Telegram Bot API

VSI | GitHub Link

- A minimalist turing-complete programming language with an interpreter 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#