

Ali Abdelrahman

Computer Engineering Student

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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

Bachelor of Computer Engineering

Bursa, Türkiye

2022 - *PRESENT*

- GPA: 3.4/4
- Expected Graduation Date: July 2026

EXPERIENCE

Software Engineer Intern

ULUTEK Teknopark

July 2024 - September 2024

Bursa, Türkiye

- Developed and maintained the frontend of a web-based form-building tool, using Angular.
- Collaborated closely with UI/UX designers to translate wireframes and design specs into Angular components using Angular Material and Tailwind CSS.
- Integrated Firebase services to handle authentication and form data storage using Cloud Firestore.
- Worked with the Nx monorepo structure, enhancing modularity and scalability across multiple projects.
- Conducted code reviews and contributed to ensuring consistent coding standards within the team.

Freelance Software Developer

StrangeLogic

September 2020 - June 2021

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.