

Abdulrhman Mohamed Gomaa

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SUMMARY

A proactive third-year Computer Science student at the Arab Academy for Science, Technology & Maritime Transport. I am actively expanding my skills across a range of programming languages and technologies, with a strong focus on building practical solutions in web development, UI/UX design, and software engineering. I have experience working on real client-facing apps using Figma for UI/UX design, and leading diverse teams through effective collaboration, leadership, and communication.

PROJECTS

StudyMile

Created a Java application to assist students with educational planning and progress tracking.

Client App UI/UX Design (Freelance)

Designed a complete UI/UX for a real-world mobile application using Figma, in collaboration with a client. Delivered interactive wireframes and user flows focused on usability and accessibility.

Tech Store Project 'Red'

Led the development of a full-stack e-commerce platform to support online tech sales.

StepUp E-Commerce Platform

Built a comprehensive e-commerce platform with functionalities for product browsing, shopping cart management, and order processing. The platform includes robust admin features for inventory and user management.

Rufuf POS System

Developed a Shiny R-based POS system for supermarkets. Features include a cashier interface, admin panel, and barcode scanning for efficient product management and sales tracking.

ByteQuest (VibeCoding Project)

Built an interactive PyQt5-based quiz game focused on cybersecurity topics such as malware and cryptography. Includes score tracking and gamified UI to support learning.

EDUCATION

Arab Academy for Science, Technology and Maritime Transport, Cairo

B.Sc. in Computer Science (Expected 2026)

GPA: 3.65 / 4.0

Port Said British School, Cairo

High School Diploma, 2021

Grade: 97.5

ACHIEVEMENTS

Team Leadership

Team Leader in multiple project-based courses, demonstrating leadership and project management skills.

Project Innovation

Recognized for outstanding project innovation and implementation in Java and cybersecurity applications.

Best Project Awards

- **Movie Discussion App** – Awarded Best Project in a Software Engineering course. Developed a platform for users to discuss and rate movies, focusing on UI/UX design, user engagement, and agile development.
- **Rufuf POS System** – Won Best Project in an R programming course. Created a Shiny-based supermarket POS system with a cashier interface, admin panel, and barcode scanning.

Programming Contest

First Place in college team qualifiers and participated in the **ECPC** (Egypt Collegiate Programming Contest), demonstrating strong problem-solving and competitive coding skills.

SKILLS

Programming Skills

Expert in:	HTML
Intermediate in:	C / C++, Java, Python, CSS, PHP, MySQL
Basic in:	JavaScript

Design & Prototyping Tools Figma (UI/UX), Wireframing, User Flows, Prototyping

General Skills MS Office, Communication Skills, Leadership Skills

Languages

Arabic:	Mother Tongue
English:	Very good (Writing / Speaking / Listening)