Yehia Tarek Ragab

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EDUCATION

EXPECTED: MAY 2025
Communications and Computer Engineering – Computer Engineering Track, CHS – CCE-C
Cairo University, Faculty of Engineering
GPA: 3.9

JUNE 2020
International General Certificate of Secondary Education (IGCSE), HIGH SCHOOL
Dar El Tarbiah IGCSE - Agouza
Grade: 100%

SKILLS

C++, C, C#(.NET Framework), Matlab, Python, MySQL, MS SQL, MongoDB, HTML, CSS, Javascript, Node.js, Express.js, Assembly, Verilog, Azure, Heroku, MS(Word, Powerpoint, Excel).

RELEVANT COURSEWORK

Programming Techniques, Data Structure and Algorithms, Microprocessor Systems-1, Introduction to Database Systems, Design and Analysis of Algorithms, Microprocessor Systems-2.

Relevant Projects

- **Electronic Healthcare Records System:** A C# application using .NET Framework and krypton UI toolkit that records medical history of patients and allows doctors to view this history and issue lab results or request organs from a donor list and show statistics on diseases diagnosed within a date range and many other functionalities. The DBMS used is MS SQL. The project is a part of database project and demonstrates the ability to design a good database schema and retrieve data from it using SQL queries and connecting the database to the application, more details can be found from my Github by clicking the icon in the top of the document below my name.

- **YelpCamp:** A website using Node.js and Express.js and HTML and CSS that allows users to sign up and review campgrounds that they have visited or add new ones. The project demonstrates the ability to connect a mongo database and connect it to a web application and create a UI that is user friendly and also demonstrates the ability to connect frontend and backend. Some common features are also added like User Authentication and authorization.

- **Snakes and Ladders and Monoply:** A game made using C++ and CMU graphics library based on the famous game, Snakes and ladders, but each cell can have a card that can have a positive or negative effect on the player like teleporting him to the beginning and so on. The player designs the board at first and puts the snakes, ladders and cards where he wants. The project is made entirely by implementing OOP concepts such as inheritance and polymorphism and the classes include Grid, Cards, Output class(for drawing and outputting information) and Input class(for taking input from user).

Extra-Curricular activities and Certifications

- Participant in the ECPC (Egyptian Collegiate Programming Contest) where I participated in a problem solving contest with my colleagues.
- Web development Bootcamp by Colt Steele – Udemy

Awards and Honors

- Participant Awarded a prize from my university two times for being one of the top 10 students in my class in two consecutive years.