Yousef Mahmoud Gilany

Software Engineer

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PROFESSIONAL EXPERIENCE

Software Engineer ***July 2023 - Present***

SupportFinity | Full-Time | Hybrid ***Smart Village, Giza, Egypt***

- Designing and maintaining SupportFinity application, ensuring seamless integration between front-end and back-end systems to meet user and business requirements.
- Improving application performance and ensuring high-quality code through continuous optimization.
- Collaborating with cross-functional teams to deliver projects efficiently within an agile environment.

Teaching Assistant ***October 2024 - January 2025***

Cairo University, Faculty of Engineering | Part-Time | On Site ***Giza, EGYPT***

- Delivered tutorials, prepared course content, provided guidance and support to students, and supervised assignments and projects for Compilers and Languages and Programming Techniques courses.

Front End Developer ***July 2023 - August 2023***

Link Development | Internship | Hybrid ***Maadi, Cairo, EGYPT***

- Designed, implemented and tested software solutions and integrated with API service.
- Produced high-quality, clean code for link development internship website demo.

Full Stack Developer ***July 2022 - October 2022***

Information Technology Solutions Center | Internship | On Site ***Cincinnati, OH, United States***

- Designed and implemented a contemporary UI for the risk assessment software project, improving its visual appeal and Optimizing its responsiveness, ensuring seamless functionality across multiple devices.
- Enhanced the dashboard to provide users with a comprehensive view of crucial information.
- Achieved a notable 10% improvement in the performance of the dashboard page while integrating additional features, showcasing proficiency in optimizing efficiency and functionality.

EDUCATION

CAIRO UNIVERSITY, FACULTY OF ENGINEERING, ***Giza, Egypt***

B.Sc. IN COMPUTER AND COMMUNICATIONS ENGINEERING **2019-2024**

- Anticipated GPA: 3.15 / 4.0

EXTRACURRICULAR ACTIVITIES

Head Of Web Development ***at Energia Powered*** ***November 2022 - September 2023***

- Supervised members' training, the development of both technical and non-technical skills among members.
- Supervised the creation and progress of the Energia Powered website project.

Computer Instructor ***at IEEE Cusb*** ***November 2022 - September 2023***

- Delivered front-end and back-end workshops to new students participants.

President ***at Cufe Student Club*** ***August 2021 - August 2022***

- Responsible for organizing, managing, and leading the team.
- Supervised activities and meetings, facilitated event planning, and conducted monthly reviewing.

SKILLS & OTHER

- **Programming Languages:** C/C++, JavaScript, Python, Java, Dart. **Markup & Style:** HTML, CSS, SASS.
- **Frameworks**: React.js, Node.js, Express.js, Angular, SpringBoot, Flutter.
- **Databases:** SQL, MySQL, MongoDB, PostgreSQL. **Cloud:** GCP, Microsoft Azure.
- **Volunteering:** Volunteered as Class Representative for the 5 college years. Responsible for addressing student concerns, ensuring effective communication with staff, and resolving any issues that may arise.

References available upon request

COLLEGE PROJECTS

Tashkeel - Arabic Diacritic Prediction using LSTM *4th year college project | NLP Course | Jan 2024*

- Developed Arabic diacritic prediction system using LSTM neural networks. Utilized one-hot encoding, dropout layers for enhanced performance. Conducted thorough preprocessing of Arabic text data for model training. Achieved 90.4% accuracy in diacritic prediction.
- **Tools and Technologies**: Python, Tensorflow, Kaggle.

Speed Sign Detection System *4th year college project | Image Processing Course | Jan 2024*

- Developed speed sign detection system using classical image processing techniques Including noise removal, edge detection, morphology, and color detection. Extracted digits, and performed OCR using KNN and SVM. Enhanced monitoring with a robust real-time or pre-recorded video input system.
- **Tools and Technologies:** Python, OpenCV, React.js, Flask.

Masalat Moltaheba - Game Development *4th year college project | Graphics Course | Jan 2024*

- "Masalat Moltaheba" is a game that immerses players in a thrilling escape through perilous landscapes using keyboard controls while managing limited credits to survive encounters with dangerous Masaslat. With strategic jumps and quick reflexes, navigate to the endpoint without losing all your credits.
- **Tools and Technologies:** OpenGl 3, C++.

Eventbrite Clone *3rd year college project | Software Engineering Course | Jun 2023*

- The project aims to design and implement a software product using state-of-the-art tools and technologies in the software industry. I am the subteam leader of the frontend team.
- **Tools and Technologies:** React, React-Router, React Bootstrap, Material UI, Axios.

Operating System Scheduler Simulator *3rd year college project | Operating Systems | Jan 2023*

- A CPU scheduler determines an order for the execution of its processes according to a chosen algorithm: Highest Priority First, Shortest Time Remaining Next, Round Robin, and Multi Level Queue.
- **Tools and Technologies:** C, Linux, Docker.

Warehouse Management System *2nd year college project | Database Management Course | Jan 2022*

- A system designed for a warehouse with multiple storefronts. It enables the workers to monitor the availability and location of all goods, tracks orders from suppliers, and adds analytic tools for managers.
- **Tools and Technologies:** C#, Microsoft SQL Server Management, MySQL.

Mars Exploration *2nd year college project | Data Structures and Algorithms Course | Jan 2022*

- A simple command-line simulator for a fictional Mars exploration mission. It gets from the user information about the rovers and the missions required, Then it simulates the mission assignment process.
- **Tools and Technologies:** C++, Data Structures, Microsoft Visual Studio 2019

The Processor Simulation Game *2nd year college project | Microprocessors-1 Course | Jan 2022*

- A two-player processor simulation where each player tries to prevent their opponent from reaching a specific value in one of their registers. The players communicate through serial communications.
- **Tools and Technologies**: Intel x86 Assembly, DOSBox, MASM.

Paint For Kids Game App *1st year college project | Programming Techniques Course | Jun 2021*

- Applying object oriented programming concepts. We built a simple application that enables kids to draw fancy shapes and also play some simple games with those shapes.
- **Tools and Technologies:** C++, object oriented programming, Microsoft Visual Studio 2019

Arithmetic Logic Unit (Alu) *1st year college project | Logic Design-1 | Jan 2021*

- We built an arithmetic unit that is capable of adding, subtracting and multiplying two signed magnitude numbers along with showing some additional lags regarding the operation and the result
- **Tools and Technologies**: Logisim

Automatic Touchless Hand Sanitizer *1st year college project | Applied Physics Course | Jun 2020*

- The ultrasonic sensor will detect the distance in front of the dispenser. if someone put his hands close to the dispenser, the microcontroller commands the servo to rotate which will push the dispenser
- **Tools and Technologies:** C++, Arduino IDE, Servo Motors.