Yousif Salah Mohammed

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Education

Ain Shams University — Cairo, EG
Bachelor of Engineering in Computer & Software Systems — *Sep. 2022 – Present*

Arrowad International School — Riyadh, SA
IGCSE Certificate — *Sep. 2019 – May 2022*

Projects

Chronus | *Java, JavaFX, CSS, Maven, SQLite, Git* — April 2024 - May 2024

- Developed a full-stack time management application using Model-View-Controller architecture
- Developed responsive and intuitive layouts using JavaFX to enhance user experience
- Incorporated user feedback through testing and iterations to improve usability and accessibility
- Managed project dependencies and build processes using Apache Maven.
- Utilized Git for repository hosting and collaboration management.
- Designed and utilized a Software Requirements Specification (SRS) document to ensure all functional and non-functional requirements were met systematically
- Visualized system using UML diagrams

Social Application | *Java, JavaFX, CSS, Maven, SQLite, Git* — April 2024 - May 2024

- Developed a social media application to mimic the core functionalities of popular social networking platforms.
- Created responsive and intuitive layouts with JavaFX and CSS to enhance user experience.
- Implemented features for user authentication, profile management, posting updates, and password hashing.
- Used SQLite for efficient local data storage and retrieval.
- Utilized Git for version control to track changes and collaborate effectively with team members

32-bit MIPS Processor | *VHDL, Xilinx* — Feb 2024 - Mar 2024

- Designed and implemented a 32-bit MIPS processor from scratch using VHDL.
- Utilized Xilinx ISE for simulation, synthesis, and implementation of the processor design.
- Developed key components including the ALU, register file, control unit, and memory interfaces.
- Verified the functionality through extensive simulation and debugging using testbenches.

Logic Gate Simulator | *C++* — May 2023

- Developed a text-based simulator to model and simulate various logic gates
- Incorporated error handling to manage invalid inputs and ensure robust operation.
- Developed an algorithm to compute the output of complex logic circuits composed of multiple gates

Chess Engine | *Godot Engine, GDScript* — October 2022 - November 2022

- Implemented core gameplay mechanics including piece movement, capture logic, check, and checkmate.
- Designed a user-friendly interface with a chessboard and draggable pieces.
- Utilized Godot's scene system to manage different game states
- Integrated sound effects and music for enhanced user experience.

Certificates

AI & Machine Learning, *Information Technology Institute (ITI)* — August 2024
JavaFX Master Class, *Udemy* — April 2024
Enterprise Architecture, *Almentor* — October 2023
Mini MBA in Entrepreneurship, *Almentor* — October 2023
Data Visualizations and Dashboards Using Microsoft Power BI, *Almentor* — September 2023

Technical Skills

Languages: Java, Python, C++, SQL, HTML/CSS, LUA
Frameworks/Libraries: SQLite, NumPy, Matplotlib, Pandas, JavaFX
Developer Tools: Git, Apache Maven, Microsoft Office, VS Code, Visual Studio, PyCharm, IntelliJ, CLion, Power BI