

Education

B.Sc. in Computer Science – Data Science Track Egyptian Chinese University(ECU), Nasr City, Egypt.

Expected Graduation: 2027

Skills

- **Languages:** Python, C++, SQL
 - **Tools:** MYSQL, PowerPoint, Excel, Power BI, Tableau
 - **Frameworks:** Pandas, Numpy, Matplotlib, Scikit-Learn
 - **Platforms:** Visual Studio Code
 - **Soft Skills:** Problem-solving, Decision-making, Communication, Leadership
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Personal Summary

Computer Science student at ECU with a passion for Data Science and AI. Strong in Python, SQL, and ML libraries. Known for leadership, clear communication, and problem-solving. Always eager to learn and build impactful systems.

Projects

OS Process Scheduler | [link](#) :

April - may 2025

Simulates key CPU scheduling algorithms: FCFS, Round Robin, SRTF, and HPF. Built in Python with a Tkinter GUI to display dynamic Gantt charts and calculate performance metrics (waiting time, turnaround time, etc.). Includes a process generator to randomize inputs. Great blend of systems logic and visual feedback.

Task Dependency Scheduler | [link](#) :

March - April 2025

Led a university AI project where we built a scheduler that maps tasks with dependencies into a solvable graph. Implemented search algorithms like DFS and BFS to find valid task execution orders. Focused on graph traversal logic, cycle detection, and AI pathfinding strategies.

3D Chess Game | [link](#) :

January - February 2025

Designed and built a full 3D chess game using C++, OpenGL, and GLUT. Features real-time interaction, orbiting camera, and full rule-based gameplay logic. A deep dive into rendering, object interaction, and performance optimization. One of my most complex and rewarding builds.

Restaurant Ordering System | [link](#) :

October – November 2024

An intelligent ordering system that suggests meals based on user preferences using decision-tree style flows. Focused on the UX side, but also built logic for recommendation paths and order validation. Created with a clean interface and strong logic backend.