

Education

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

Current GPA: 2.86

Expected Graduation: 2027

Skills summary

- Programming Languages:** Python, C++, SQL
- Data Tools & Databases:** MySQL, Excel, Power BI, Tableau
- Data Science & ML Libraries:** Pandas, NumPy, Matplotlib, Scikit-Learn, Seaborn, Statsmodels
- Development Platforms:** Visual Studio Code, Jupyter Notebook
- Soft Skills:** Problem Solving, Analytical Thinking, Communication, Leadership

Personal Summary

Aspiring Data Scientist with a strong foundation in data analysis, statistical modeling, and machine learning. Skilled in Python, SQL, Power BI, and Tableau, with hands-on experience from self-driven projects and structured training programs. Passionate about turning raw data into actionable insights and continuously expanding my technical toolkit. Known for problem-solving, analytical thinking, and a collaborative mindset, with a proven ability to learn quickly and apply knowledge in real-world scenarios.

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.

Certificates

- Data Analysis Intern (NTI) | link:** June – August 2025
(Learning Program) | Remote
 - Completed a structured internship focused on practical data analysis and visualization skills.
 - Worked on hands-on projects covering data cleaning, exploratory analysis, and dashboard creation.
 - Practiced tools such as **Python (Pandas, NumPy, Matplotlib), SQL, Power BI, and Tableau.**