

# Abdallah Sharaawy

Desktop Development | .NET | C# | Database Management & Design

## CONTACT

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## SUMMARY

- As a full-stack developer, I combine deep technical expertise with a strong foundation in computer science fundamentals to design, build, and optimize scalable applications.
- My experience spans both frontend and backend technologies, with a focus on the .NET Framework, C#, and robust database solutions.

### Core Strengths:

- **Fundamental Programming Skills:** Solid understanding of Object Oriented Programming (OOP), data structures, and algorithms—key to writing clean, efficient, and scalable code.
- **Problem Solving:** Adept at analyzing complex requirements and delivering effective, maintainable solutions under tight deadlines.
- **Frontend Development:** Proficient in building responsive, user friendly interfaces that enhance user experience.
- **Backend Development:** Skilled in using C# and .NET to build secure, high-performance APIs and business logic.
- **Database Expertise:** Experienced in SQL Server—designing, optimizing, and managing databases for reliability and performance.
- I'm passionate about delivering high-quality, end-to-end solutions that improve user satisfaction and drive business success.

## EDUCATION

- Bachelor's Degree in Computer Science (Second Year)
- Faculty of Computer Science and Artificial Intelligence, Cairo University

## SKILLS

### Technical Skills:

- Full Stack development for desktop applications
- Proficient in C++ and C#
- NET Framework: Experienced in developing applications with the .NET Framework.
- Database Management: Skilled in working with SQL Server, designing and managing relational databases.
- Database Design: Proficient in creating Entity Relationship Diagrams (ERDs) and database schemas for structured and scalable systems.
- Object-Oriented Programming (OOP): Strong understanding and application of OOP principles in software design.
- Algorithms & Data Structures: Solid foundation in algorithm design and implementation, with strong problem-solving skills.
- Languages:
- Fluent in Arabic and English

### Driver Vehicles License Management System

.NET Framework | C# | SQL Server | WinForms

Built a desktop system to manage driving license processes including applications, renewals, and replacements. Applied 3-tier architecture, role-based access, and used SQL Server for data handling.

### Course Management System

Team Leader | C# | .NET | SQL Server

- Led a team of 6 students to build a desktop app for Course Management System.
- Designed the database ERD and managed backend logic in C#.
- Managed team workflow, assigned tasks, and integrated modules through GitHub collaboration..
- The Project Link: <https://github.com/AbdullahSharaawy/CourseManagementSystem>

### Tic Tac Toe Games (Multiple Modes)

Team Leader | C++ | Object-Oriented Programming | Game Logic Design

- Led a team of 3 students to design and implement a console-based Tic Tac Toe game system supporting multiple game modes (e.g., classic, 4-in-a-row).
- Architected the game structure using abstract classes and inheritance for scalability and maintainability.
- Managed team workflow, assigned tasks, and integrated modules through GitHub collaboration.
- The Project Link: [https://github.com/AbdullahSharaawy/TicTacToe\\_Games](https://github.com/AbdullahSharaawy/TicTacToe_Games)

### Baby Photoshop

- Photoshop-Like Image Editor (C++, Structured Programming)
- As the team leader, I collaborated with two colleagues to develop a lightweight image editing application using C++ and structured programming principles. The project was built using a basic graphics library that provided direct access to image pixels, enabling us to implement core image processing features from scratch.
- ♦ Key Contributions & Highlights:
- Led a 3-person team by assigning tasks, integrating code contributions, and ensuring consistent logic and naming across modules.
- Developed core editing functions such as grayscale conversion, brightness adjustment, flipping, rotation, and filters—all done manually by manipulating pixel data.
- Designed the application architecture using structured programming (no OOP), focusing on clarity, simplicity, and performance.
- Handled input/output operations and user interaction through a basic console-based interface.
- Managed project versioning and collaboration through GitHub, ensuring smooth integration of all team members' contributions.
- This project was a hands-on exercise in low-level image manipulation and team-based problem solving, sharpening our understanding of how image editors work behind the scenes.
- The Project Link: <https://github.com/AbdullahSharaawy/Photoshop>