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OBJECTIVE

- To experience working with professionals in the field and to learn how the outside world works
- To improve my existing skills and learn new ones
- To grow and learn new things everyday

EDUCATION

- School: St. George's College
- University: Misr International University (MIU) (Graduating Year 2018)
- Major: Computer Science (CSC)
- Cumulative GPA: 3.08 / 4.00

SKILLS

- Languages:
  - C/C++
  - C#
  - Java
  - Python
  - PHP
  - HTML/CSS/Javascript
  - Typescript
  - SQL
- Frameworks:
  - Django
  - Bootstrap
  - Spring/Spring Boot
  - Angular
  - OpenGL/WebGL
- Libraries:
  - Firebase
  - jQuery
  - OpenCV
  - Axios (AJAX)
  - D3.js
- Tools:
  - Unity Game Engine
  - Microsoft Word, Excel and PowerPoint (and their LibreOffice equivalent)
  - Adobe Photoshop (GIMP and Krita)
  - Autodesk Maya
- Spoken Languages:
  - Arabic (Mother tongue)
  - English (Excellent)
- Others:
  - Proficient in using the Linux Environment

COURSES

- Artificial intelligence
- Big Data, Data Mining and Machine Learning
- Compiler
- Computer Networks and Parallel Programming
- Computer Graphics
- Computer Organization
- Computer Programming
- Data Structures, Algorithms Analysis and Design

- Database Management Systems
- Human Computer Interaction
- Image Processing
- Mobile Application
- Object Oriented Programming
- Operating Systems
- Software Engineering
- Web Development

PROJECTS

- The Wanderer: Implementing Markerless Augmented Reality with Object Position Awareness
  - **Graduation Project**
  - Augmenting game objects indoors and outdoors using Unity (C#) and processing the scene using Tensorflow (RCNN), with a Django web app for admin and server (Python)
  - Role: Team Leader
- Flight Reservation System
  - **Mobile Application**
  - Using Firebase as its back-end, XML as its front-end and Android's Java as intermediary between the back-end and front-end
  - Role: Team Leader
- Hospital Management System
  - **Software Engineering**
  - Created a HMS using PHP with the Model-View-Controller design pattern and a dynamic database allowing for new entries without restarting the Server using the Entity-attribute-value model
  - Role: Team Member
- Programming/Consulting Solution for Individuals and Companies
  - **Web Development**
  - A Single-Page website using HTML, CSS, JavaScript, PHP with technologies like AJAX and libraries like JQuery along with the BootStrap Framework
  - Role: Team Leader
- 3D Maze Solving Game
  - **Algorithms Analysis & Design**
  - Using OpenGL, generate a 3D Maze and solve it using backtracking
  - Role: Team Leader
- Online Store Database
  - **Database Management System**
  - Using SQL, implementing the concepts of Super and Sub entities, the Entity-attribute-value model while Normalizing the Database resulted in a robust and fast CRUD (Create, Read, Update and Delete) Operations
  - Role: Team Leader
- Mooncraft: A Starcraft inspired Real-time Strategy game
  - **Object Oriented Programming**
  - Using Classes, Interfaces, Polymorphism and others OOP concepts in Java, created a game where one can create an army, move, attack and collect resources
  - Role: Team Member
- And many more..

EXPERIENCE

- Training
  - Mubasher (https://english.mubasher.info/)
    - Trained as Full-Stack Developer using Spring Boot and Angular
  - HCI Lab
    - Trained using OpenCV and Java
- Work
  - Assisting Teacher Assistant in both Programming and Database courses

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