Mohamed **Abdelsalam**

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OBJECTIVE

Apply and enhance my academic background, skills, and career through working in creative and productive development team that aims to meet the company's and customers' requirements and satisfaction

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PROJECTS

JANUARY 2019- MAY 2019
MIU- MODEL UNITED NATIONS / IOS APPLICATION

MARCH 2019 – MAY 2019
MEDICAL INSURANCE SYSTEM / WEB APPLICATION

AUGUST 2018- JANUARY 2019
MIU- MODEL UNITED NATIONS / WEBSITE

APRIL 2019- MAY 2019
HANDS GESTURE RECOGNITION / IMAGE PROCESSING

MARCH 2018 - MAY 2018
ONLINE PHARMACY SYSTEM / WEB APPLICATION

MARCH 2018 - MARCH 2018
HEADS UP DISPLAY WITH CAR SIMULATION / HUMAN COMPUTER INTERACTION

OCTOBER 2018 - NOVEMBER 2018
BRICK BREAKER GAME / OPEN GL GAME

OCTOBER 2018 - NOVEMBER 2018
AIR HOCKEY GAME / WEB GL GAME

NOVEMBER 2017 - DECEMBER 2017
BANKING SYSTEM / CONSOLE APPLICATION WITH JAVA

NOVEMBER 2017 - DECEMBER 2017
EXPRESSION EVALUATION USING STACK / CONSOLE APPLICATION WITH C++

OCTOBER 2017 - NOVEMBER 2017
LIVE LOCATION TRACKER / ANDRIOD APPLICATION

EDUCATION

2016 - 2020
BACHELOR'S DEGREE, COMPUTER SCIENCE, MISR
INTERNATIONAL UNIVERSITY

2016
HIGH SCHOOL DIPLOMA, MAADI CANAL SCHOOL

BACKGROUND SUMMARY

- Object Oriented Programming
- Data Structure / Algorithms
- Database Fundamentals.
- Web Development
- Software Engineering
- Mobile Development
- Artificial Intelligence / Machine Learning
- Image Processing
- Computer Networks
- Computer Graphics
- Project management

TECHNICAL SKILLS

- Microsoft Office – Advanced
- Adobe Photoshop - Advanced
- Adobe Lightroom - Advanced
- Adobe Premiere - Advanced
- Adobe After Effects - Intermediate
- IOS Developer – Intermediate
- Web Developer - Intermediate

PROFESSIONAL SKILLS

- C/C++
- Java
- Swift
- HTML/JavaScript
- CSS
- PHP
- MySQL
- Python
- Open GL
- Web GL
- Three.js
- Basic knowledge of Unity
- Design Architectures
- Design Patterns

OTHER PROFESSIONAL SKILLS

ANALYTICAL THINKING AND PROBLEM SOLVING

- Analytical Thinking and Problem Solving
- System analysis and design with UML notations.
- Efficiently and creatively analyzes and solves complex problems. Identifies underlying or hidden problem and proactively works out a suitable solution.
- Strategically analyzes the risks, benefits, and opportunities of various solutions

TEAM WORK

- Participated in several team work projects.
- Works effectively with people at all levels in the organization in order to achieve the required results.
- Shares knowledge, responsibilities, and expertise with others easily and frequently

COMMUNICATION SKILLS

- Effectively conveys information to individuals or groups of varying education, culture, and experience levels.
- Shares information and accepts feedback easily and in a timely manner

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GRADUATION PROJECT

TrainIt: Detection and classification of wrong played strokes in table tennis.

Description: The main core of the project was to design and implement a full system to train the table tennis players and provide a full reporting system for the coach. The system is supported with an AR application and fusion between different sensors to achieve best accuracy.

1. Studied and analyzed the usage of different sensors such as IR depth camera ... etc.
2. Designed the user interface in a way to be acceptable in the player's environment and easy to be use.
3. Two phases started in parallel; *implementation* phase and the *testing* phase; mainly the unit testing.
4. Integration testing.

In parallel with all these phases, there were many deliverables:

- Proposal Document.
- SRS (Software Requirements Specification).
- SDD (Software Design Description).
- Final Documentation with UML notation.
- Testing Report.

Tools: Microsoft Visual C#, Python, Android, MySQL, Firebase, Socket Programming and API Programming, Design Patterns and Design Architectures.

Published Papers:

- Published a paper in the 11th International Conference on Ambient Systems, Networks and Technologies in Poland. Titled as "Online detection and classification of in-corrected played strokes in table tennis using IR depth camera."
- Published a paper in the 17th International Conference on Mobile Systems and Pervasive Computing in Belgium. Titled by "IPingPong: A Real-time Performance Analyzer System for Table Tennis Stroke's Movements."

VOLUNTEER EXPERIENCE AND ACHIEVEMENTS

- **Information Technology member at MIU – Model United Nations**
- **Academic Committee Delegate at Gamers Legacy MIU**
- **Press and Media member at MIU – Model United Nations**
- **Most Developed Information Technology Member 2019 in MIU- Model United Nations.**
- **Best Committee (Information Technology) in MIU – Model United Nations Student Activity.**

SESSIONS ATTENDED

- **User Experience Eng. Sherihan Fakhry [May 2019]**
- **Attended Software Engineering for large Enterprise session with Eng. Shaymaa ElGandour [April 2019]**
- **Block chain in banking sector Eng. Hesham Mohamed [March 2019]**
- **Participated in the Youth Foundation Leaders' summit for student activities that held at the American University in Cairo, [March 2019]**
- **Attended the Global Forum for Higher Education and Scientific Research that held at Al Masa New Capital, [April 2019]**
- **Participated in the first International MUN Conference that held at Misr International University, [April 2019]**
- **Software Testing & How to be a freelancer Eng. Ahmed Abdel Wahab and Eng. Salema Ahmed [May 2018]**
- **Big science, big Picture and Medical Applications Dr. Waleed Youssef [October 2017] Cloud Computing Data center Eng. Alfred George [April 2017]**
- **AGILE DEVELOPMENT FOR ENTERPRISE ENG. EMAN MOSTAFA [APRIL 2017]**

HOBBIES & INTERESTS

- **Reading books**
- **Playing football and video games**
- **Traveling**
- **Listening to Music**

LANGUAGES

ARABIC (NATIVE)
ENGLISH (EXCELLENT)
FRENCH (BASIC)