Hisham Magdy Ahmed Ali Zahran

CONTACT

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OBJECTIVE

Seeking to innovate in a challenging environment that provides generous opportunities for learning & boosting my skills in fields of Computer Science and Software Engineering , while having fun of course.

EDUCATION

Computer Science & Engineering　　　　September 2013 — September 2018

German University in Cairo

GPA 1.46

IGCSE　　　　2009 — 2013

New Ramses College

QUALIFICATIONS

- Programming Languages & Skills:

  Strong Knowledge : Object Oriented Programming in Java

  Profound Knowledge :

  - MEAN Stack (Node.js , Express , AngularJS , MongoDB)

  - Front End: HTML, CSS, Javascript, JQuery , Bootstrap

  - Android App Dev.

  - Processing

  Good Knowledge :

  - ACM Competitive Programming using C++ & Java : Graph Theory, Number Theory, Dynamic Programming, Data Structures

  - SQL Server, C#, ASP.NET

  - Hardware : Verilog HDL(FPGA)

- Design : Photoshop, Illustrator
- Animation : Aftereffects
- 3D Modelling : 3DMax, Maya

WORK EXPERIENCE

German University in Cairo   February 2015 — Present
Junior Teaching Assistant

- CSEN 202 : Introduction To Computer Programming
- CSEN 301 : Data Structures And Algorithms
- CSEN 401 : Computer Programming Lab

Extreme Solution   July 2015 — September 2015
Android Developer

Part-Time

SWAP Solutions   July 2015 — August 2015
Front-End Intern

EXTRACURRICULAR ACTIVITIES

- **IT member** at IEEE GUC SB
- **Innovation Comittee member** at IEEE GUC SB
- **Animator** at "Nawwar GUC" Club

LANGUAGES

Arabic (Native)

English (Excellent)

Deutsche (Good)

ACHIEVEMENTS

- 1st place Java Game Development Project for Spring 2015 GUC Semester
- 50th /160 at ACM ECPC (2014)
- Piano Performance at a "Culture Wheel" Concert

PROJECTS

- Java Game Development : Yu-Gi-Oh (Card Game)
- MEAN Stack : Airlines Website (Ongoing)
- IEEE GUC SB Website (http://ieeeguc.org)
- Game Development Website : Using SQL Server , C# & ASP.NET (not deployed)
- Java Socket Programming : Chatting Application across different servers with routing
- Processing Game : Using Face Tracking libraries
- Verilog HDL (FPGA) : Smart Cleaner (Object Avoidance)
- Prolog , Haskell

INTERESTS

Playing Music (Piano,Guitar) , Gaming , Watching Anime, Coding