

# Ahmed Hanafy

## Junior Software Developer

Senior Computer Science student who built several projects with different programming languages and interested in problem-solving, cybersecurity, DevOps, building software, and learning new technologies

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## WORK EXPERIENCE

### Intern/Software Engineer Trackxy.com

02/2021 - Present

Remotely

We're a startup that provides tracking system as a service

#### Achievements/Tasks

- Helping in developing the backend API using **Laravel** PHP framework, **Postgres** database, and **Docker** containers
- Helping migrating our application to **Kubernetes**

Contact: Mohammed Kamal - <https://www.linkedin.com/in/foxawy/>

## PROJECTS

### Built Node-js Restful API for online course platform (08/2020 - Present) 📄

- Built a **RESTful API** for an online course platform including CRUD operations using **Node Js**, **express** and **mongo database**.
- Used **role-based authorization** and **JWT authentication**.
- Used **single responsibility** principle to separate the **models**, **middlewares** and **routes** from main application.

### Hotel booking web application (11/2020 - 01/2021)

- Used Java **servlets**, **JSPs**, **Mysql** database, and javascript to develop a Hotel booking web application that has Admin dashboard and allow user to have a profile, reserve rooms in hotels and review hotels
- Used Java Mail to send verification mail using **SMTP** protocol
- Used Map box API to add search with Geo location
- Used **three layers architecture** to help in decouple the different application layers and enhance code usability

### Bully Algorithm Simulation (11/2020 - 11/2020) 📄

- Used **peer to peer** architecture and **java socket programming**, interprocess communication-message passing- without using threads or interprocess communication libraries to simulate Bully Algorithm used in **Distributed computing**

### Online shop API 📄

- Collaborated in developing a **REST API** for an online shopping system using **Java**.
- Used **scrum** methodology.
- Used **design patterns** and applied software engineering principles.

### Server/Client Memory Game 📄

- Used **socket programming**, **multi threading** and **Java swing** to implement Server side and Client side memory game.

## EDUCATION

### Bachelor Degree

Faculty of Computers and Artificial Intelligence,  
Cairo University

09/2017 - 06/2021

GPA 3.51/4.0

#### Relevant Coursework

- Software Engineering and Design patterns
- Algorithms and Data Structures
- Advanced Operating Systems
- Parallel Processing
- Machine Learning

## SKILLS

Design patterns

C++

Java

Python

Javascript

Node JS

Mongo db

Problem Solving

Git

Relational databases

typescript

Algorithms and Data structures

Docker

Linux

Object Oriented Programming

## ACHIEVEMENTS AND PARTICIPATIONS

5th place out of 30 teams in FCAI Collegiate Programming contest (09/2019)

Qualified to ACM ACPC ( Arab and Africa Collegiate Programming Contest ) (12/2019)

Solved more than 600 algorithmic problems on different competitive programming platforms 📄

Solved various Capture The Flag challenges for web application security, reverse engineering and Linux security

## INTERESTS

Software Engineering

Cyber Security

Artificial Intelligence

Reading

Problem solving