AHMED H. ABDELFATTAH

(+20)1121567869 ⋄ ahmed.hos.fattah@gmail.com

PROFESSIONAL SUMMARY

Highly motivated soon to graduate, Egyptian American, computer engineer looking forward to starting his career by expanding his horizon with professional experience. A team player, yet an independent character, who is not afraid of challenges, is capable of truly innovative thinking and complex problem solving.

EDUCATION

German University in Cairo   Present

· B.Sc in Computer Science & Engineering, Class of Spring 2022.

INDUSTRY EXPERIENCE

SysTech   September 2020 - December 2020
Automation Systems Programmer Intern   *Cairo, EG*

· Developed and simulated control system of a water treatment plant servicing a community of 200k inhabitants.
· Determined and documented proper input/output system for the pumping station, collected and analyzed data to determine key metrics and process controls, and worked with higher level management on the implementation plan.
· Simulated programmable logic control (PLC) board, created tag lists, and generated Human Machine Interface (HMI) by customizing internal graphical library to meet client's reporting specifications.
· Proposed, verified and tested replication of real time SCADA databases operating on redundant servers with auto filling of downtime data through clustering. The challenge of keeping the impact on real time data acquisition and logging minimal, was successfully overcome. Testing was applied on a major airport power management system implemented by SysTech.

PROJECTS

Online Shopping Web Application   June 2020

· Developed and deployed both the front and back end of a web app using the MERN Stack.
· Explored the major phases of the Software Lifecycle, including analysis, specification, design, implementation, and testing.
· Gained experience in software project management, requirements, analysis,and design, as well as procedural maturity, social, ethical, cultural, and safety issues in deployment.

Legacy-OpenGl Platform-er Game   June 2019

· Created a 2D platform game using OpenGl API.
· Implemented graphics primitives, solid modeling ,projection (perspective, parallel), 2D transformations,curves and surfaces.
· Applied several mapping, lighting and shading techniques.
· Handled collisions and hidden surface removal.

Java DragonBallZ 2D fighting Game   September 2016

· Practiced the four main principles of Object-Oriented-Programming, and used JFrames to create a basic UI consisting of a map/grid screen and a battle screen.

TECHNICAL SKILLS

Languages	Java, GO, Python, MATLAB, C++, C#, Haskell, LaTex, SQL, SWI-Prolog.
Software	Microsoft Office , Git, Linux OS (Ubuntu & Kali), Docker.
Web skills	HTML5, CSS, JavaScript, JQuery, React, Angular, JSON, MongoDB, Express, Node.