

**Technical Skills:** JavaScript | ruby | React | AWS | Rails | Redux | Mongodb | SQL | Node.js | Express | PostgreSQL | CSS | HTML

**Relevant Skills:** Websockets | AWS S3 | Render

## PROJECT EXPERIENCE

**PinHeaven** | React | Rails | PostgreSQL | JavaScript | CSS | HTML | Redux | AWS S3 | Render [GitHub](#) \ [Live](#)

- Utilized React and Redux on the front end for efficient state management and a responsive user interface. On the back end, a Ruby on Rails server handled data storage,
- Designed a user-friendly interface using CSS, including techniques like flexbox, grid, and media queries for responsiveness. This empowered users to curate collections of images effortlessly and offered a visually pleasing experience across devices.
- Integrated user authentication and authorization to ensure secure registration and content management. by using CSRF (Cross-Site Request Forgery) protection to safeguard against malicious requests and enhance security. Utilized industry best practices to prevent unauthorized actions and protect user data
- Leveraged Amazon Web Services (AWS) to efficiently store and manage images, ensuring seamless content delivery and optimized user experience for the PinHeaven platform.

**JMAX** | React | Express | Mongodb | JavaScript | CSS | HTML | Websockets | Render [GitHub](#) \ [Live](#)

- Allowing users to set bounties for solutions, fostering an incentivized problem-solving ecosystem by using Redux as a centralized global state employing actions, reducers, and Redux Thunk middleware for asynchronous data handling.
- Designed and coded real-time chat with WebSocket technology for instant bidirectional communication, facilitating seamless conversations upon offer acceptance with persistent connections.
- Led a team of four developers using agile methodology, where I facilitated project milestones, allocated tasks, and ensured timely delivery.
- Implemented User Authentication using JWT (JSON Web Tokens). This ensured security.
- Utilized MongoDB for Data Storage to efficiently store and manage structured and unstructured data
- Developed and integrated a transaction processing system that facilitated seamless and secure financial transactions within the application. Leveraged RESTful APIs and webhooks for real-time updates and notifications.
- Employed Render as a server infrastructure to host and serve the JMAX platform, ensuring reliable performance, scalability, and streamlined deployment processes.

**Maze Game** | JavaScript | CSS | HTML | The Canvas API to render game play area [GitHub](#) \ [Demo](#)

- Designed and developed an engaging maze game using JavaScript, providing users with an immersive and challenging puzzle experience, utilized setTimeout and setInterval functions strategically for various in-game actions, enhancing the overall gaming experience.
- Created a matrix-based map system to define maze layouts, providing a structured and efficient way to represent complex mazes
- Implemented JavaScript-based keyboard controls for character navigation in the maze, increasing user engagement.

## WORK EXPERIENCE

**Logic Club** | Coach | New cairo, Egypt

October 2020 – December 2021

- Instructed robotics and programming concepts to children aged 5 to 12 years old.
- Through hands-on activities and engaging projects, sparked curiosity and creativity in kids as they explored the fundamentals of robotics and programming under my guidance.

## EDUCATION

**App Academy** \ Full Stack Web Development

Completed 08/2023

**Ain Shams University** \ bachelor degree in Computer Engineering | Cairo, Egypt

2022