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B.S. in Computer Science   **CGPA:2.54**

Academic Projects:

- ## Municipality Management System (Java Swing Framework)

  This Project is for managing citizens' paperwork and documents where I leveraged the common Data Structures (Lists, Stack, Queue,...) to model real life Governmental Office.

- ## E-Books (Android Application)

  This Project facilitates information sharing by providing easy access to free and paid books. Different Android Related Components has been used such as (Activites, Fragments, Xml, , Retrofit for Async Networking, SQLite for local storage).

- ## InsTaxi (Java-OOP)

  This Project is a Java Software that provides the essential services (Find A Cab , Calculate Fair,...) that ensures a hassle-free ride for both the passenger and the driver. It Demonstrates the different OOP Skills such as (Inheritance, Aggregation, Composition).

- ## Car Companion (Website)

  This Project is Web Based Solution that provides road emergency services such as (Car Maintenance, Towing, Instant Car Rental,...).Technology Stack used (HTML, CSS{BootStrap} , JavaScript , PHP, MySQL DataBase,...).

Acquired Skills:

- ## Git

  Since Git is one of the tools that every software engineer interact with everyday, this pushed me to learn Git and figure how it works and what is the relation between Git and GitHub. I also managed to learn more about GitHub and its features, such as: Uploading my work on it, Creating new Repositories, Projects, merging branches, committing my code…

- ## Android Development

  I always owned an android mobile phone and I always liked to dive deeper and know more how applications on Android work.I made some personal effort to learn Android by making small projects for educational purposes. I also gained along the way various software engineering skills and techniques. Such as learning the notion of design patterns and how these are applied in action.I interacted with various Android components such as Activities, Fragments, and managed to learn how their lifecycle works really well.I also discovered how the network layer operates and what are the best practices around it(multithreading and making sure not to block the UI thread) and what are the go to libraries used in that layer(retrofit, glide…). Currently I am trying to explore the persistent storage layer in android (SharedPreferences, SQLite, Room…).