ANDREW SAFWAT

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Education

Alexandria University	**Sep. 2021 – Expected Graduation May 2026**
Bachelor of Engineering in Computer and Systems engineering	*Alexandria, Egypt* *CGPA: 3.6*

Experience

Blink22	**August 2024 – February 2025**
Software Engineer Intern - Part-Time Software Engineer	*Alexandria, Egypt*

- Developed Android applications using Kotlin and Android Studio, learning and applying core Android fundamentals.
- Used Firebase and MVVM architecture in project implementations, Learned and applied android alarm concepts and different storing techniques.
- Contributed to the development of Fajr app by improving UI screens, resolving technical issues and bugs, refactoring code.
- Applied scrum software development methodology by attending daily scrum meetings, resolving issues on clickup and jira kanban boards and actively participating in pull request reviews on Bitbucket.

Projects

Feedify | *React, Spring Boot, MySQL, Docker, Redis* ⭘ GitHub **December 2024**

- Developed a social media platform similar to Twitter (X) and TikTok.
- Applied the full software engineering lifecycle by collaborating with a team of six using Agile methodologies, conducting Scrum meetings, managing tasks via Jira and reviewing pull requests.
- Merged 8 pull requests with several types as new features, bug fixes and refactoring.

Linux shell | *C, Operating Systems, Vscode* ⭘ GitHub **April 2024**

- Developed a Linux terminal clone using C in Operating Systems course.
- Implemented Linux built-in commands as echo, cd and export.
- Applied clean code approaches for more readable code.

Word Guess Web Application | *VueJs, Vscode, API* ⭘ GitHub **February 2024**

- Developed a word guessing game using VueJs.
- Used Random Words API to generate random words.

Email Web Application | *Java, Spring Boot, VueJs, Vscode, Intellij* ⭘ GitHub **December 2023**

- Created a Gmail clone web application using Java, Spring Boot and VueJs.
- Integrated frontend with backend via endpoints and tested functionality using Postman.
- Created a UI for the trash section in the application in order to allow the user to delete emails and restore them.
- Implemented design patterns in the backend: Strategy for sorting emails, Filter for searching for emails and contacts, Builder for creating emails and Factory.

Paint Web Application | *Java, Spring Boot, VueJs, Konva Vue, Vscode, Intellij* ⭘ GitHub **December 2023**

- Designed a Paint web application that allows users to draw and save their drawings offline.
- Used Konva Vue to draw different geometric shapes and manipulate them.
- Implemented the brush tool from scratch.
- Integrated frontend with backend via endpoints and tested functionality using Postman.

Equation Solver GUI | *Python, Vscode, Tkinter, Matplotlib* ⭘ GitHub **December 2023**

- Designed a simple equation solver desktop application that finds the roots of linear and non-linear equations.
- Used Tkinter to create a GUI that supports actions such as entering the equation to find its roots, showing steps for the solution and visualizing the solution via matplotlib library.

Connect four console application | *C, CodeBlocks* ⭘ GitHub **January 2023**

- Developed a connect four game using C.
- Allowed users to choose the number of rows and columns in the connect four board.
- Implemented save and load games, undo and redo, scoreboard in addition to the normal game flow.

Technical Skills

Languages: Java, Kotlin, Python, C, HTML/CSS, JavaScript, SQL
Developer Tools: VS Code, Eclipse, Intellij, Android Studio, Figma
Technologies/Frameworks: Linux, Android, Git, GitHub, Bitbucket, Jira, JUnit, VueJs, React, Tkinter
Computer skills: Microsoft Word, Excel, PowerPoint

Skills

Arabic: Native
English: Proficient

Soft Skills

Excellent Presentation Skills
Very Good Communication Skills
Problem Solving
Team Collaboration
Time Management
Adaptability