Hossam Elsayed

Portfolio: https://hossamvs.com/
Address: Alexandria, Egypt

Email: hossameldeenelsayed@gmail.com
Phone: +20 1112153461
Github: https://github.com/Hossamvs

OBJECTIVE

Self-motivated and flexible software engineer with a proven track record of delivering innovative and reliable solutions. Committed to finding pragmatic, creative approaches to complex technical challenges.

EDUCATION

Arab Academy for Science and Technology	Alexandria, Egypt
Bachelors - Computer Engineering Department; Excellent with honors	**2015 - 2020**
Arab Academy for Science and Technology	Alexandria, Egypt
Master of Science - Computer Engineering Department; Excellent with honors	**2021 - present**

EXPERIENCE

• **Full Stack Software Developer - Corporatica** (Wyoming, USA) **Apr 2024 – Present**
My duties include developing full-stack solutions and communicating with clients.

• **Graduate Teaching Assistant - Arab Academy for Science and Technology (Alexandria, Egypt)** **Sep 2020 – Mar 2024**
Teaching computer engineering, computer science as well as artificial intelligence and robotics related subjects.

• **Software Developer - Egyptian Armed Forces(Alexandria, Egypt)** **Jun 2021 – Jun 2022**
It was a part of my obligatory military service. I worked on various coding projects spanning from desktop applications, web applications as well as automation scripts.

• **Full-Stack Developer - Palletk (Alexandria, Egypt)** **Apr 2019 - May 2020**
Worked as a Full-Stack Developer at Palletk. In this role, I was involved into turning UI into web applications, utilizing React and Typescript for front-end, and Node.js for the development of REST web services into the back-end. I mainly worked on E-Commerce & shipping solutions as well as other in-house company projects. I also carried out documentation and requirement analysis as well as continuous integration for a seamless workflow.

• **Technical Recruiter - AllSocial** (Kiev, Ukraine) **Jan 2021 - May 2021**
My duties included scouting and interviewing candidates for open development positions.

• **Software Engineer Intern - Bibliotheca Alexandrina ICT sector (Alexandria, Egypt)** **Jul 2019 - Sep 2019**
Developed a unique VR museum tour using HTC Vive and Unity. Users can inspect artifacts, take measurements, and learn through interactive exhibits. This allows geographically separated users to collaboratively explore history and archaeology in a groundbreaking educational VR experience.

SKILLS SUMMARY

Languages: Python, JavaScript, Java, C++, HTML5, CSS3, SQL, C#, asp.net, PHP

Frameworks: Node.js, Express.js, Django, Flask, React.js, Next.js, jquery

Databases: MySQL, Postgres SQL, Mongo DB

Tools: Git, AWS, docker, NPM, Slack, JIRA

Other: RESTful APIs, Unit Testing, Agile software development, Solid Knowledge in object oriented programming, Solid understanding of Data structures and algorithms, design patterns, software documentation, Version Control

Soft Skills: Fast-paced teamwork, Effective communication, problem solving skills, Knowledge sharing, collaboration, troubleshooting, decision making, solution design, quality assurance.

RELEVANT PROJECTS

- **Integrating Pepper robot with ChatGPT:** A framework developed for the pepper robot to present lectures for students using the robot's capabilities along with ChatGPT API.
- **Jamify - Musical Social Media platform:** A platform for musicians that offers real-time jamming with different instruments as well as a personalized social media platform that aims towards enriching the music community.
- **Web portfolio:** A web portfolio created to showcase my skills and projects made by next.js and tailwind
- **RoboTwit:** A Twitter management portal that allows users to search, monitor and analyze tweets' reach and engagements. Users can also deploy and control custom bots from their accounts.

CERTIFICATES

- **Udacity Full Stack Web Developer Nanodegree**	**2019**
- **AWS Fundamental course**	**2020**

INTERESTS & HOBBIES

Art | Gaming & E-sports | Guitarist | Drummer | Weightlifting | Devops | Literature | Philosophy | History | Electronics Engineering