

IBRAHIM MOHAMED HABIB

Address:

110 b 10th district
Nasr City , Cairo

Languages:

Arabic (Native Language)
English (Good)

Date of Birth:

4th May, 1993

Gender:

Male

Military Status:

Completed

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[LinkedIn Profile](#) , [GitHub Profile](#)

OBJECTIVE

To find a place where I can apply my knowledge, work on real projects and gain more knowledge and experience as a software engineer.

EXPERIENCE

Software Developer, Intern**Orange Labs Cairo****Summer 2015**

- **Project Market Place :** Orange Labs have an internal process to decide either to make their tools/projects or to buy them from external vendors , the project was to create a tool that will enhance and replace old way of managing and tracking the process of this operation.

EDUCATION

Cairo**Ain Shams University****2011 – 2015**

- Bachelor, Faculty of Computer and Information Sciences, Ain Shams University, Computer Sciences department, Cumulative Grade: **V.Good** with honor degree.

High School :

- Sedky Soliman High school , Math Section , Total Grade : **94 %** (2010-2011)

SKILLS

Languages :

- C++ (Very Good Knowledge)
- C# , Java (Good Knowledge)
- Assembly , Prolog (Fair Knowledge)

Concepts:

- Data Structures
- Algorithm Analysis and Design
- Object Oriented Programming
- Game Programming

Technologies:

- Visual Studio

- XNA 4.0 Game Studio
- Github

Soft Skills:

- Problem Solving
- Time Management
- Team Work

PROJECTS

- **Image Hiding Using Genetic Algorithm (C#):** A program that hides a message into an image. The Genetic Algorithm is used to minimize the error in the image after hiding the message.
- **Handwritten Digits Recognizer (C#):** a program that recognizes handwritten digits. It is trained by 60000 example from the MNIST handwritten digits database. The used classification algorithms are Nearest Neighbor Algorithm and Nearest Centroid Algorithm.
- **Android RSS Reader (Java, Android):** Android application that fetches RSS feeds from news websites and displays them in a friendly user interface.
- **Earth Invaders Game (C#, XNA):** 2d game that applies OOP concepts. The game consists of a battle between earth invaders and the main character of the game.
- **Air Hockey Game (C++):** 2-player 2d game developed using OpenGL. The game applies basic game programming concepts and physical interactions between objects.

EXTRA ACTIVITIES

- **Junior Training Member at acmASCIS (2012 – 2015):**
participated in organizing junior training sessions to introduce problem solving and programming concepts to first year students. The training aims to help the trainees to compete in ACM ICPC contests.
- **Problem Solving :**
On several online judges like [HackerRank](#) and [Codeforces](#).

ADDITIONAL EXPERIENCE AND AWARDS

- **ACM Regional Contest:** 34th place/65 (2014)
- **ACM National Contest:** 26th place/159 (2014)
- **ACM Local Contest:** 4th place/32 (2014)
- **ACM Regional Contest:** 37th place/81 (2013)
- **ACM National Contest:** 36th place/99 (2013)
- **ACM Local Contest:** 3rd place/33 (2013)
- **ACM First Year Contest:** 4th place/113 (2012)
- **4th Best Course Project in Algorithm Design and Analysis**

References upon request