

Mahmoud Aldoh

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PROFILE

A fresh CS graduate with 6+ years of practical experience. Knows advanced programming techniques, follows best practices and evolves every day. I code since I was a kid, I am seeking a software/game developer job to unveil my potential.

EDUCATION

- Bachelor of Computer and Information Science 2018 - 2022
Ain Shams University, Cairo
- VR diploma 2022
The American embassy in Egypt
- Computer Vision Training in college 2021

SKILLS

- C# – Advanced
 - Unity – Advanced
 - Problem Solving
 - ASP.NET Core and SignalR and EF Core as a backend and multiplayer server
 - Unit/Integration Testing, Zenject
 - Git
 - WebGL, Jslib
 - Unity Editor tools
 - C# performant reflection systems
 - Clean, Commented, Declarative, Performant, Defensive, and Understandable code writing
 - Async programming: C# tasks, and Unity UniTask
- The Basics Of**
- SQL
 - JavaScript
 - Python
 - C++
- Languages**
- English C1
 - German A2
 - Arabic (Native)

PROJECTS

Projects are the best way to communicate experience. Here is the source code and a brief showcase in each of these GitHub repositories. [OlympicWords](#) | [UselessMind](#) | [StrategyVR](#) | [SokoStar](#) | [OlderProjects](#) | [Basra](#) | [SomeCity](#) | [others](#)

RELEVANT WORK EXPERIENCE

Software Developer @Avataris, Remote October 2021 – Present

I created a complex system that enables the user to plan his activities (Unity and the server side). Then I worked on a tool to scrape, fetch, render, and build Figma designs in Unity. I work on old complex legacy code.

EXPERTISE

- I learned core science in college starting from Physical Level, Logic Design, System Architecture, Boolean Algebra, Assembly, and Networking.
- I chose the AI major for my college specialization year. I got 4 As in the first semester.
- I've been working since my first college year as a freelancer. I have a 100% success rate for my tasks.
- I work on online and multiplayer games to challenge myself and learn more.
- I solve problems on Leetcode frequently.
- I code for fun since I was 14. I created games like Minecraft, card games, and puzzle games.