

Ibrahim Ahmed Badr

Software Developer

Diligent software engineer with 3+ years of experience in commercial application development. Excels in every stage of the life cycle of software development, including design creation, coding, debugging, testing, and maintenance. Expert in devising innovative and tailored solutions to assist businesses achieve their goals in a variety of industries. Advanced skills and knowledge of leading programming tools with a good background in mathematics, algorithms, and data-processing logic.



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SKILLS

Desktop Development

WPF

Windows Forms

Cross platform Apps

Mobile Applications

Xamarin

.NET MAUI

CMSs

Real-time Applications

Socket Programming

Database Analysis

T-SQL

Microsoft SQL Server

Unit Testing

TECHNICAL SKILLS

Web Development

ASP.NET Framework, ASP.NET Core, OAuth2, Real-time Applications, CMSs

Desktop Development

WPF, Windows Forms

Cross platform Apps

Xamarin, .NET MAUI

Socket Programming

TCP/UDP

Databases

Database Analysis, T-SQL, Microsoft SQL Server

Testing

Unit Testing, Test-Driven Development (TDD), Behavior-driven Development (BDD)

Architectures

SOLID Principals, Clean Architecture, Hexagonal Architecture (A Small Background)

Design Patterns

Domain-Driven Design (DDD), Factory Pattern, Outbox Pattern, Event-Driven, Singleton, Adapter, Mediator Pattern, CQRS, Event Sourcing

Version Control

Github, Azure DevOps

Other Technologies

Rabbit MQ, Docker, IIS

WORK EXPERIENCE

Technical Support Vodafone Egypt

10/2017 - 12/2020

Telecommunication Company

Cairo, Egypt

Achievements/Tasks

- Learned A lot of Soft Skills
- Promoted to 3 Different Positions in less than 1 Year
- Rewarded with Vodafone Top Employee Certificate

Back-End Developer 5d-Agency

08/2021 - Present

<http://5d-agency.com>

Achievements/Tasks

- Worked on Miele Egypt Website For 1 month
- Worked on FutureLab Website and Mobile Application for 5 months
- Worked on HCT Web Service 1 month
- Worked on Cutz Website for 6 months

Cairo, Egypt

SKILLS

Test-Driven Development (TDD)

Behavior-driven development (BDD)

Clean Architecture

SOLID Principals

Domain Driven Design (DDD)

Factory

Outbox

Event Driven

Singleton

Adapter

Docker

Azure DevOps

LANGUAGES

Arabic

Native or Bilingual Proficiency

English

Full Professional Proficiency

SOFT SKILLS

Good Communication Skills

Teamwork

Time Management

Decision Making

Problem-solving

Work Ethic

Critical thinking

PERSONAL PROJECTS

Miele Egypt (08/2021 - 09/2021)

- ASP.NET Framework
- Umbraco CMS
- Razor Pages
- HTML, SASS
- Migrated to ASP.NET Core

FutureLab Website and Mobile Application (10/2021 - Present)

- Umbraco CMS v8
- Umbraco Api
- Web Api (Restful)
- Clean Code
- MVC 5
- Razor Views
- Activator (Create Object instance at runtime)
- OAuth2 Security
- Email Notification
- ASP.NET Identity

HCT Web Service (11/2021 - Present)

- Game And Admin Panel
- ASP.NET Framework
- WCF
- SQL Server
- EntityFramework (Database First)
- Web Api (Restful)
- Angular
- IIS Deployment

Cutz E-Commerce (01/2022 - Present)

- nopCommerce 4.40
- Clean Architecture
- CQRS
- Event Driven
- Factory Pattern
- Repository Pattern
- AutoMapper
- Mediator
- Unit Testing
- JWT (OAuth2 Security)

SSL Store Cart Api (05/2021 - 06/2021)

- ASP.NET Core 5.0
- Microservices
- Web Api (Restful)
- Entity Framework Core

Point Of Sale Applicatin (Mobile Application) (09/2021 - 10/2021)

- Xamarin
- ASP.NET Core
- Web Api
- Microsoft SQL Server Service
- Local Database TCP Connection
- IIS Local Deploy

SignalR Real-time Chat (POC) (03/2021 - 03/2021)

- <https://github.com/Ibrahimogod/SignalR-Simple-Chat>
- ASP.NET Framework 4.7.2
- SignalR 2.4.1
- [jquery.signalR-2.4.1.js](#)
- MVC 5
- Html
- Bootstrap

PERSONAL PROJECTS

Chat Bot (POC) (05/2021 - 05/2021)

- <https://github.com/ibrahimogod/Microsoft-Bot-Framework>
- Microsoft Bot Framework
- ASP.NET Core 3.1
- Restful Api
- ML.NET

WackyBreakout Game (05/2020 - 09/2020)

- <https://github.com/ibrahimogod/WackyBreakout-Game>
- Course assignment
- Unity Game Engine
- Unity Scripts
- Unity Physics
- Algorithms
- Data Structure

OhShump Game (09/2020 - 09/2020)

- <https://github.com/ibrahimogod/OhShump-Game>
- Course assignment
- Unity Game Engine
- Unity Scripts
- Unity Physics
- Algorithms
- Data Structure

Quiz Game for students with special needs (01/2021 - 03/2021)

- <https://github.com/ibrahimogod/Quiz-Game>
- Unity Game Engine
- Unity interactive UI
- User Preferences
- Track User Activity

Make Wael Happy Game (04/2021 - 04/2021)

- <https://github.com/ibrahimogod/Make-Wael-Happy-Game>
- An Idia Like Beer Game Just for Fun
- Unity Game Engine
- Assets
- Pixel Art
- Sprite Design

Walkie Talkie Android App (09/2021 - 09/2021)

- <https://github.com/ibrahimogod/Walkie-Talkie>
- Xamarin
- Socket Programming
- TCP Client Server Connection
- Data Streaming
- Web Socket Protocol
- SQLite
- QR Code Generator