i **Shenouda**

Cairo, Edvpt

🛿 (+20)1551874208 | 🛛 ramishenouda@outlook.com | 🏘 aramy.me/ | 🖸 ramishenouda | 🖬 ramishenouda

Skills

| Programming Languages |
|--------------------------|
| Frameworks & Libraries |
| Databases & Technologies |

TypeScript, JavaScript, C#, C++, Python, PHP, HTML/CSS Nest.js, Angular, React, Next.js, JQuery, Tailwind, Bootstrap, Yii PHP Git, Docker, Docker Compose, GitLabCI, Github Actions, Cypress, Storybook, Swagger, MySQL, Jira

Work Experience

LimeSurvey GmbH

SOFTWARE DEVELOPER

- Rewrote the entire frontend of the application from PHP to React, improving performance and maintainability.
- Wrote comprehensive Jest tests to ensure application reliability and created Storybook documentation for consistent UI components.
- Configured GitHub Actions for automated testing and deployment processes.
- Act as the lead on frontend development, responsible for mentoring other developers on React and modern frontend technologies.
- Provided customer support by troubleshooting issues, resolving bugs, and implementing solutions based on customer needs and feedback.
- Set up servers for customers and assisted in adding plugins to extend application functionality as per their requirements.

DoltBig

FULL-STACK DEVELOPER

- Developed and maintained multiple web applications using technologies such as Nest. is, Angular, Next. is, TypeScript, Tailwind, and Bootstrap.
- Worked with a team of three other developers and two designers to build a job seeker service website and all-in-one platform that allows restaurants to launch their dream business website.
- Communicate with multi-disciplinary teams of engineers, designers, producers, and clients on a daily basis.
- Converted apps built with Shopify and WordPress to Nest.js and Angular/Next.js.
- Converted JavaScript apps to TypeScript.
- Implemented REST APIs for data manipulation and integrated with third-party services such as Stripe, and Google APIs.

Roczniewski & Schwede GbR

GAME DEVELOPER

- Helped the company on expanding an API for creating games using Phaser and testing it to ensure it is functioning correctly.
- Responsible for creating simple games for new programmers to teach them how to code.
- Created over 100 unit tests to ensure that the API is always working correctly.

Education

Ain Shams University

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Courses: Algorithms, Data Structures, Networking, Operating Systems, Syntax & Semantics of Programming Languages, Calculus I & II & III.

Projects

Peam (Graduation Project - A+)

PYTHON | DJANGO | POSTGRESQL | REACT | REDUX | GITHUB ACTIONS | DOCKER

- A platform that is specifically aimed for programming teachers and students where teachers can create courses, upload lectures, invite students & other teachers and set programming lab assignments to be handed.
- Developed the ability for students to upload programming assignmentsprojects as a team which will be internally checked for plagiarism between other submitted projects using a smart algorithm that is able to identify plagiarized code blocks that was subtly changed (i.e. Function & variable renames).
- Implemented a comparison report which will be generated for the teachers to check and grade each project in addition to the ability to view and browse the project files.

Foodeli

NEST.JS, ANGULAR, TYPESCRIPT, TAILWIND, CYPRESS, GITLABCI, STRIPE

- A website that allows restaurants to build their own restaurant order website and receive new orders online.
- Foodeli provides users with an easy-to-use interface and tools. It takes only minutes to set up a restaurant, add products, and start accepting payments.
- Foodeli provides secure payment processing with a variety of payment gateways, such as Stripe and PayPal.
- · Foodeli is designed with mobile optimization in mind. This helps businesses reach a wider audience and increase conversion

Utrecht, Netherlands

North Rhine-Westphalia, Germany

Hamburg, Germany

April 2023 - Present

JUL 2021 - April 2023

NOV 2020 - MAY 2021

Cairo, Egypt

2017 - 2021

2022 - PRESENT

Live app

Frontend - Backend Dec. 2020 - April. 2021

