Makrious Ayman

Software Engineer

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Description

My name is Makrious Ayman Riad, I was born in 2004 in Alexandria, Egypt, I am a dedicated computer science student specializing in Data Science at Alexandria University. I am passionate about competitive programming, software engineering, and data science. I thrive on solving complex problems and developing innovative solutions through coding. My interests include improving my algorithmic skills and gaining hands-on experience in building scalable software systems.

Education

Alexandria University, Pursuing a Bachelor in Computer Science — Oct 2023 – Oct 2027
- GPA: 3.2154/4.0

Lycée la liberté d'Alexandrie , High School — Oct 2020 – Oct 2023

Saint Vincent De Paul , Primary and Middle School — Oct 2009 – Oct 2020

Experience

Coach Academy, Trainee — Online, July 2024 – Oct 2024
- Studied Data Structures under the mentorship of award-winning competitive programming expert Coaches.
- Enhanced my problem-solving skills with a strong focus on data structures and algorithms.
- Solved many sheets and entered different contests to qualify for the ACPC and ICPC competitions.

Ava Abraam Educational Center, Programming Instructor — Alexandria, Egypt, June 2024 – Sep 2024
- Taught C++ basics to kids and teenagers from junior 5 to middle stage, building a strong foundation in programming.
- Guided students in solving problem-solving questions, enhancing their algorithmic thinking and coding skills.
- Introduced middle-stage students to Object-Oriented Programming (OOP) concepts, helping them understand advanced programming principles.
- Encouraged hands-on practice and interactive learning to boost students' confidence in coding.

Projects

Company Management System — github.com/Makrious-Ayman/Company-System
- This is a C++ Object-Oriented Programming (OOP) project that simulates a simple company management system. The system consists of two main roles: Administrator and Employee, each having their respective menus and functionality. The system operates behind a login menu, where users are directed to their respective menus based on their credentials.
- Tools Used: C++, OOP

Tic-Tac-Toe Game

- This Tic-Tac-Toe game is a simple two-player application developed using C# and the .NET Framework, with a graphical user interface (GUI) built using Windows Forms. Players alternate turns to place either an "X" or "O" on a 3x3 grid of buttons. The goal is to align three marks in a row, column, or diagonal to win the game.
- Tools Used: C #, .Net, OOP, Windows Forms.

Library Management System

- This Library Management System is built with C#, Windows Forms, and ADO.NET. The system manages books, members, borrowing, and fines. Developed as a Database Final Project at Alexandria University, it uses SQL Server with tables like Books and Members, features constraints, and stored procedures for automation.
- Tools Used: C #, Ado.Net, OOP, Windows Forms, Sql Server.

Skills and Technologies

Mathematics: Probability, Statistics, Discrete Structures, Numerical Computation, Linear Algebra, Calculus.

Programming Languages: C++, C#, Java, Python, SQL.

Technologies: .NET, Microsoft SQL Server, Windows Forms, Interface Builder.

Software Design: OOP, OOD, Design Patterns, Solid Principles, Parallel Computing.

Data Structures and Algorithms: Linked Lists, Trees, Graphs, Sorting and Searching Algorithms, Greedy Algorithms, Divide and Conquer, Problem Solving, Competitive Programming.

Front-End Development: HTML, CSS, JavaScript, Typescript, Tawilwind, Bootstrap, React, Vite, Next.js, Cypress, GraphQL, OWASP.

Hobbies

Graphic Design: Experienced in creating digital artwork, Branding, Social Media posters, Manipulation designs.
Portfolio: Behance - Makrious Ayman ↗