

Kareem Ahmed

COMPUTER SCIENCE STUDENT

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EDUCATION

October University for Modern Sciences and Arts

B.S. in Computer Science | GPA: 3.83

TECHNICAL SKILLS

Languages: C#, C++, JavaScript, HTML/CSS, SQL, PHP, Python

Technologies: Git/GitHub, ReactJS

Tools: Visual Studio Code, Visual Studio, XAMPP, Unity

PROJECTS

ASCII Game | C++

- Developed a 2D ASCII-based platformer game for a college group project. Features include character movement, jumping, shooting, enemy interaction, collision detection and a basic physics system

Pong 3D | C#, Unity

- Developed a 3D Pong game with full UI, collision detection, and three AI levels, Used Unity's physics engine and C# scripting for gameplay and modular game logic

Login System & Admin Dashboard | PHP, HTML, CSS

- Created a basic login and admin dashboard using PHP for backend logic and HTML/CSS for layout. Handled form validation, session management.

Front-End Practice Projects | HTML, CSS, JavaScript

- Completed a series of small web apps (e.g., stopwatch, weather app, image search) following tutorials and guidance. Practiced DOM manipulation, API integration, event handling, and responsive design.