

Abdo Al Adawy

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SUMMARY

Full-Stack Developer | 2nd Year Computer Science Student at Cairo University

Passionate about building scalable web applications and solving complex problems. Led teams in multiple academic projects while independently delivering two live e-commerce platforms for real clients. Focused on clean architecture, backend systems, and end-to-end development.

EDUCATION

Cairo University — Faculty of Computers & Artificial Intelligence

Expected 07/2028

B.Sc. in Computer Science • Cairo, Egypt

Relevant Coursework: Software Engineering, Database Systems, Web Technologies, Object-Oriented Programming (OOP), Computer Networks, Structured Programming, Digital Logic Design

TECHNICAL SKILLS

Languages: C++, C#, JavaScript, Python, SQL

Frontend & Web: Django, Firebase, Firestore, HTML5, CSS3.

Tools: Git, GitHub, Netlify, JUCE, Figma

CS Fundamentals: Data Structures, Algorithms, OOP, SOLID Principles, Problem Solving, Software Engineering

Mathematics: Advanced Calculus, Probability & Statistics, Discrete Mathematics

Leadership & Management: Team Leadership, Task Delegation, Project Planning, Deadline Management, Decision Making

PROJECTS

LinkedOn — Full-Stack Professional Networking Platform | *Django, JavaScript, HTML5, CSS3* 05/2026

- Assigned to lead a 6-member team to build a full-stack professional networking platform from scratch; architected a Django REST backend with JavaScript-powered dynamic frontend, implementing authentication workflows and responsive layouts; delivered the project on schedule with clean, maintainable code across all phases.

E-Commerce Systems (Asia Store & Gedo Shopping) | Demo1, Demo2 | *Firebase* 03–04/2026

- Tasked with delivering end-to-end e-commerce solutions for real commercial clients; gathered requirements, built responsive storefronts with Firebase-powered dashboards and WhatsApp-integrated billing, and automated CI/CD via GitHub and Netlify; both platforms went live successfully and continue to serve active customers.

Ultimate Tic-Tac-Toe Engine | *C++, OOP, SOLID Principles* 01/2026

- Assigned to design a scalable game engine that supports multiple board-game variants without code duplication; applied OOP Polymorphism, Abstraction, and a unified Game Manager to decouple logic, and implemented the Minimax algorithm for AI decision-making; produced an engine supporting 14 game variants with zero logic overlap.

Dual-Deck DJ Audio Player | *C++, JUCE* 12/2025

- Led a team to build a cross-platform desktop audio application requiring real-time audio processing; coordinated module ownership across the team and implemented dual-deck mixing, real-time crossfading, waveform visualization, and automated metadata extraction using advanced OOP; delivered a stable, fully-functional desktop release.

Baby Photoshop — C++ Image Processor | *C++* 10/2025

- Tasked with building a desktop image manipulation tool with advanced processing capabilities; implemented 15+ filters including edge detection and oil painting effects from algorithmic scratch, along with a full undo system; resulted in a modular, extensible application demonstrating strong algorithmic design skills.

SOFT SKILLS & ACTIVITIES

- Team Leadership & Project Management:** Led multi-member teams across more than three majors projects, coordinating tasks, enforcing deadlines, and driving delivery.
- Client Management & Requirements Gathering:** Collaborated with real clients on e-commerce projects translating business needs into technical solutions and iterating based on feedback.