

Hassan Aly Selim

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Objective:

To brainstorm my ideas with other developers in a team, and apply what I learned in real projects.

Education:

University	German University in Cairo
Faculty	Engineering
Major	Digital Media Engineering and Technology
Semester	Fourth Semester

Languages:

Arabic	Mother Tongue
English	Excellent spoken/written
German	Very Good spoken/written

Skills:

Programming Languages	<ul style="list-style-type: none">• C#• Java• Prolog• Haskell• C
Web Development Skills	<ul style="list-style-type: none">• HTML• ASP.NET• JavaScript• XML
Graphics Programming	<ul style="list-style-type: none">• XNA Game Studio• WPF• Java Swing Library
IDEs	<ul style="list-style-type: none">• Visual Studio 2005/2008/2010 beta• Eclipse• SWI-Prolog• WinHugs 98
Theoretical Knowledge	<ul style="list-style-type: none">• Full control over Object Oriented Programming• Good understanding of Design Patterns• Good understanding of Data Structures
Other Skills	<ul style="list-style-type: none">• Communication and Presentation Skills• Can work in a Team

Projects:

Project Name	Description
Asteroids Game	This is a 3D game similar to the classic "Asteroids" made by "Atari", I made this project to learn about the "Microsoft XNA Game Studio" and the C# language, it started with the "Going Beyond" XNA tutorial, then I continued to add features and turned it into a complete game, the 3D models and sound effects was taken from the "Space Wars" XNA Starter Kit, I made v1.0, v1.1, v1.2 and working on v1.3
Connect 4	A 3D version of the popular Connect 4 board game, I programmed it in C# and using the XNA Framework, I started from scratch, I made the 3D models for the game, and wrote the code based on the Console version I made earlier with JAVA, the game is still in BETA
UDP Chat	A simple UDP client, I programmed it in C#, I made it to learn about building applications that connects with other computers through UDP clients (like LAN multiplayer games), I succeeded in making 2 computers on the same local network chat just by typing the targeted computer name or IP address and the UDP port, then they can type whatever message they want to send and the whole conversation appears in a scrollable history panel
The Resuscitation Game (ImagineCup 2009)	This game was made for Microsoft's "Imagine Cup 2009" Game Development Competition, I was in a team with 2 of my friends, it was required that we program it using C# and the XNA framework, the game was supposed to show and describe the problems facing an imaginary country and how a team of four friends who met randomly will solve all these problems and "resuscitate" their country, the game was submitted as a Round 1 entry but it didn't advance to Round 2 because it was incomplete because we didn't have enough time to work on it (about 2 weeks only)
Checkers	This is the project for my "Computer Programming Lab" university course, I was in a team with one friend, each team had to implement either a TetraVex or Checkers game using JAVA and implement its GUI with the Java Swing Library, we completed the game and it got evaluated as got 100/100, I later made a 3D version for it using C# and XNA using the same Game Engine
Logical Programming Project	This project was part of the "Concepts of Programming Languages" university course, I was in a team with 2 other friends, our task was to schedule the players of Egypt's football team going to the world cup in South Africa 2010 to choose the players and their positions, arrange their seatings order and assign their lockers during the cup given the knowledgebase in a file, we were required to implement the project in "Prolog" using "SWI-Prolog"
Functional Programming Project	This project was part of the "Concepts of Programming Languages" university course, I was in a team with one other friend, our task was to implement some functions in "Haskell" using "HUGS 98" to evaluate and simplify Logical Expressions and generate Truth Tables for them

Personal Data:

Date of Birth	20 th May, 1990
Nationality	Egyptian
Military Status	Postponed
Marital Status	Single