

Mario Magdy

Junior Software Developer | Front-End Web Developer | Java Developer

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SUMMARY

Computer Science student pursuing a Junior Software Developer role, with a foundation in Java, Object-Oriented Programming, and front-end fundamentals (HTML5, CSS3, React.js). Built a hands-on 2D graphics application (Java + JOGL) featuring real-time physics and collision detection. Applies clean-code practices and writes structured technical reports and documentation.

EDUCATION

B.Sc. in Computer Science, Faculty of Science, Cairo University *September 2023 – Present (Expected Graduation 2027)*

EXPERIENCE

Data Engineering Trainee — Digital Egypt Pioneers Initiative (DEPI) *Remote / Freelance | [Add exact date range]*

- Analyzed 2 Excel datasets using formulas, functions, and dynamic charts, reducing manual reporting time by 45%.
- Standardized 1+ business report and template documents in Word, improving documentation consistency across the team.

SELF-LEARNING & COURSEWORK

Java Development *Coursera & YouTube*

- Completed hands-on coursework in Advanced Java, Data Structures, Algorithms, and the JOGL (Java OpenGL) graphics framework.
- Built 1 full software project from scratch, applying core CS and software development concepts.
- Currently self-learning React.js and REST API design (Spring Boot) fundamentals, with a full-stack project planned next.

PROJECT

Brick Breaker Game — Java Graphics Application [GitHub Repo](#)

- Developed an interactive 2D arcade game using Java and JOGL (Java OpenGL) for graphics rendering, with 3 levels of gameplay.
- Implemented real-time ball physics and collision detection algorithms for smooth paddle-and-brick interactions.
- Designed a level-progression system, live score tracking, and custom key-event handlers; structured the codebase using OOP principles for modularity and reuse.
- Built and managed the project using Maven/Gradle for dependency management and build automation.

TECHNICAL SKILLS

Languages: Java, C++, JavaScript, Python (Basic)

Front-End: HTML5, CSS3, React.js (self-learning)

Data & Databases: MySQL, SQL, RDBMS, Data Engineering Fundamentals

Graphics: JOGL (Java OpenGL)

CS Concepts: Data Structures, Algorithms, OOP, Database Design

Build & Tools: Maven/Gradle, Git, GitHub, VS Code, IntelliJ IDEA, MS Office (Excel, Word)

Other: Technical Writing, Documentation

SOFT SKILLS

Enthusiastic · Problem Solving & Critical Thinking · Effective Communication · Teamwork & Collaboration · Self-Directed Learning · Adaptability & Time Management

VOLUNTEERING

Student Volunteer, Green Office — Faculty of Science, Cairo University *February 2024 – May 2026*

LANGUAGES

Arabic — Native | English — B1