Omar Ayoub

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EDUCATION

The American University in Cairo · Cairo, Egypt
Bachelor of Arts in Music Technology, GPA 3.83 (A) · *Sep. 2023 – July 2026*

German University in Cairo · Cairo, Egypt
Bachelor of Computer Science and Engineering, GPA 1.9 (B+) · *Sep. 2021 – July 2026*

The International School of Elite Education · Cairo, Egypt
High School Diploma · *Sep. 2015 – June 2021*

PROJECTS

Spotify Clone | *React, Tailwindcss, Node.js, Express.js* · Jan. 2024 – Present
- Developed a clone of the Spotify Web App with authentication, music playback, and recommended songs feature
- Utilized Tailwindcss for responsive design and Node.js with Express.js for backend development
- Implemented Spotify's Authorization Flow for user login and access to personal data
- Interfaced with Spotify's Web API to fetch song information and user data

Advising System | *React, C#, SQL, MSSQL, ASP.NET Core* · Jan. 2024
- Designed and implemented a Database Management System for a university advising system
- Adopted Model-View-Controller architecture with ASP.NET Core for backend development
- Utilized React for frontend development, integrating with backend API for data retrieval and form validation

Donately | *React, Tailwindcss* · May 2024
- Developed a donation website for non-monetary donations in React and Tailwindcss

Java Database Engine | *Java* · Feb 2024 – April 2024
- Developed a Database System in Java that saves to disk, utilizing B+Trees for Indexing

The Last of Us Game | *Java, JavaFX* · Jan. 2023 – June 2023
- Developed a 2D grid-based game based on "The Last Of Us", applying object-oriented programming principles

TECHNICAL SKILLS

Languages: JavaScript, JSX, Java, Python, C, SQL, HTML, CSS, VHDL, Prolog, Haskell
Frameworks: React, Node.js, Express.js, Tailwindcss
Developer Tools: Git, VS Code, Visual Studio, IntelliJ, Eclipse, Figma

OTHER EXPERIENCE AND EXTRACURRICULARS

Meta Front-end Courses · June 2023 – August 2023
Coursera.com · *Online*
- Completed courses covering JavaScript, HTML/CSS, React, and UI/UX design principles

Freelance Music Producer and Mixing Engineer · 2018 – Present
Online / Visual Production Studios
- Produced soundtracks for media production companies on contractual basis
- Worked on personal artist project focusing on music production since 2016

Global Game Jam · Jan 2023, Jan 2024
globalgamejam.org · *Online*
- Participated in game development event using Unity with a team of 10 members
- Contributed to game design, music, and scripting

Game Sound Design Mentor · Sept. 2022, June 2023
Vector Game Studio - GUC Club
- Taught music theory, mixing, and mastering to university students
- Designed syllabus and supervised students during game development projects