Ahmed Taha Fresh Full Stack Developer

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in linkedin.com/in/ahmed-taha-thecg **V** Exempted

PROFILE

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Fresh Full Stack Software Engineer with hands-on experience in web development, AI integrations, and multimedia production. Skilled in React, Nodejs, Flask, and Python, aspires to create dynamic, user-friendly applications. Has delivered projects from web solutions to AI-driven tools-including an Arabic Handwriting E2E OCR system. Strong in UI/UX design and committed to crafting efficient, engaging digital experiences.

| PROJECTS | |
|--|-------------------|
| Tasky, AI-Powered Todo List Developed a fullstack todo list app with React, Node.js, and Prisma, focusing on user-friendly design and smooth animations. Deployed the client, server, and Postgres database, while enforcing security best practices. Integrated an AI that turns pasted coworker messages into tasks automatically. | 04/2025 – present |
| CG Blog, FOSS markdown dynamic site generator Built a Head-only React-based blog and portfolio with Shadcn for use with any markdown files. Implemented custom dynamic RTL language support for Arabic, and SSR for SEO optimizations. Prioritized beginner-friendly UX with a minimalist design and plug-and-play configuration. | 01/2025 – 06/2025 |
| Digital-Pād من -الرقمية, Graduation Project Designed and implemented a React application for scanning, recognizing, and grading handwritten Arabic exams. Developed an OCR model with CNN and Bi-LSTM networks, achieving a 97% accuracy rate—an improvement from the previous 87%—using a custom dataset of more than 100,000 samples. Built an image labeling app with user contribution tracking using React and Supabase. Developed an Agentic LLM to grade exams based on a model answer using Vertex AI Platform. The research was published at "AI for SDGs" Conference in 2024, as well as in <u>"IJT" journal</u>. | 03/2023 – 07/2024 |
| The Platformer Test, Video Game Project Developed a fully functional platformer video game with 3 levels using Godot Engine without prior knowledge in a single week. | 12/2022 – 12/2022 |
| Time Estimator, Simple application to plan data transfers. Created an app that estimates data transfer times based on speed, time, or size. Featuring a user friendly, intuitive, and OS-independent custom GUI using QT5. | 05/2021 - 06/2021 |

SKILLS

Technical Skills — **Programming & Frameworks:** Python, C++, JavaScript, Typescript, React, React, Next.js, Vue, Flask, FastAPI, Django, Node.js, WordPress. | Generative AI: LLMs, Agent Als, LangChain, Stable Diffusion, Flux, Vertex AI Platform | AI/ML: TensorFlow, Image Processing. | Cloud & Containerization: Google Cloud, Azure, Docker. | Tools & Technologies: GitHub, Git, Jira, Linux, Prisma, SQLite, PostgreSQL, MongoDB, Godot Engine, QT. | Multimedia & Design: Graphic Design, Video Editing, Motion Graphics, Adobe Creative Suite, UI/UX Design. | Technical Communication: Technical Writing, Content Creation.

Soft Skills — Communication, Teamwork, Problem-Solving, Adaptability, Creativity, Time Management, Detail-Oriented.

TECHNICAL EXPERIENCE

| Software Developer & IT Specialist, ELHODA MEP Contracting Implemented and managed an on-premises custom file server. Developed automation scripts that interact with Excel and Autocad to enhance team efficiency. Provided software and hardware technical support. | 09/2021 – 09/2022 Cairo, Egypt |
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| Store Developer, CompuMall Developed the company E-Commerce website using WordPress. Performed on-site computer repairs, and resolved complex technical issues for customers. | 06/2023 – 09/2023 Ismailia, Egypt |
| Graphics Designer, <i>Kunai Store</i> Created visually engaging designs for websites, advertisements, and social media platforms, contributing to over 600% sales. | 07/2024 – 05/2025 Saudi Arabia (Remote) |
| Tech Content Writer, E-CAMP Wrote articles simplifying technological concepts related to AI and software engineering. | 07/2024 – 11/2024 Cairo, Egypt |
| EDUCATION | |