

Mena Ashraf Mikhael Saleh

Software Engineer

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SUMMARY:

Software Engineer with 1 year of experience building high-quality, scalable software—ranging from government portals to large e-commerce platforms for leading brands like Noon and Namshi in the UAE and KSA. Proficient in full-stack development and AI technologies, skilled in frameworks like ASP.NET Core, React, Next.js, and TensorFlow, always ready to innovate, contribute and solve new problems.

EDUCATION:

Ain Shams University

Aug 2020 – July 2024

B.Sc. In Computers and Information Sciences (Specialization: Computer Science)

- GPA: **3.85/4.00** (93.91%) , **Excellent** with honors

WORK EXPERIENCE:

Noon E-Commerce: Software Development Engineer I

Aug 2025 – Nov 2025

- Completed Noon's CAKE Graduate Program; an intensive technical and business training focused on E-Commerce and Q-Commerce.
- Built fast, reliable web applications using Next.js, TypeScript, and SASS, improving performance and user experience.

Ejada Systems: Software Engineer

Feb 2025 – Jul 2025

- Re-engineered backend architecture and integrated Microsoft SharePoint to deliver efficient ASP.NET APIs for government portals.
- Built high-quality, reusable frontend components with React, Vite, and Tailwind CSS.
- Created technical documentation, ERDs, and data models to support development and cross-team collaboration.

EXTRACURRICULAR ACTIVITIES:

SupportASU: Full Stack Web Development Mentor,

Jul 2022 – Jul 2024

- Taught **50+** students web development with ASP.NET Core, growing class size by **90%** from the previous year.
- Updated curriculum to the latest version of ASP.NET Core, enhancing learning relevance.

SKILLS:

Technical Skills

- **Programming Languages:** Python | C# | C++ | Java | JavaScript | TypeScript
- **Frameworks & Libraries:** ASP.NET Core | Node.js & Express | Django | React | TensorFlow | Next.js
- **Tools & Platforms:** Git | GitHub | SQL | DBMS
- **Development Concepts:** Software Engineering | Machine Learning | Deep Learning | NLP | Computer Vision | Algorithms | Data Structures | OOP | Design Patterns | Agile

Soft Skills

Problem Solving | Communication and Presentation | Leadership and Mentorship

HONORS & AWARDS:

- Ranked **2nd** in the Computer Science graduating class of 2024.
- Achieved **2nd** Place in the best project Kaggle competition for the Neural Networks & Deep Learning course.
- Placed in the **top 5** of a problem-solving competition for the Data Structures course.

CERTIFICATES:

Coursera: Machine Learning & Deep Learning Specifications	Jun 2024 – Mar 2025
Udacity and egFWD: Full Stack Web Developer Nanodegree	Oct 2022 – Jan 2023
CLS Learning Solutions: Microsoft Certified Solutions Developer	Jul 2021 – Jan 2022

PROJECTS :

Recursion Tree Visualizer - TreeVis GitHub Link , Live Demo	Nov 2024 – Nov 2024
• Built a dynamic and interactive tool that can visualize any recursive code using only vanilla JavaScript.	
Automatic Questions Tagging System GitHub Link	Aug 2024 – Sep 2024
• Built a transformer model for multi-label classification on 10% of Stack Overflow's Q&A dataset.	
• Achieved a competitive accuracy of 62% on this classification task.	
Orders Forecasting for Rohlik Group GitHub Link	Jul 2024 – Aug 2024
• Utilized time series analysis and forecasting techniques on a real-world dataset for a real-world project.	
• Accomplished a low error of 7% MAPE forecasting orders for the next 60 days in 7 different warehouses.	
Multimodal Deception Detection System - Graduation Project GitHub Link	Jul 2023 – Jul 2024
• Led a team to develop an AI system detecting lies in videos, earning an A grade for innovation and impact.	
• Achieved 95% accuracy on real-life court trial data, mitigating subject related bias concerns.	
• Established a multimodal fusion of acoustic, visual, and textual data.	
Web App for Travelers - TraveLog GitHub Link	Jun 2024 – Jul 2024
• Designed an interactive website for travelers using ASP.Net Core MVC.	
• Optimized code for responsive and efficient performance.	
3D Animal Runner Game GitHub Link	May 2024 – Jun 2024
• Developed a Unity and C# based 3D endless runner game with AI monsters, obstacles, and a high score system.	
• Achieved 1st place ranking by the college teaching committee.	
Weather Station System	Nov 2023 – Dec 2023
• Designed and implemented a weather monitoring system using Arduino C and ESP32.	
• Created a web app enabling users to subscribe to email notifications for weather updates.	
Project Management Web App - Projex GitHub Link	Jun 2023 – Jul 2023
• Built a project management system for task visualization and collaboration using React and ASP.Net Core API.	
• Secured backend from scratch with Bcrypt hashing and JWTs.	
CLI Operating System - FOS	Oct 2022 – Dec 2022
• Developed low-level functionalities for a command-line-based OS, including kernel heap management, dynamic memory allocation, page fault handling, semaphores, and shared variable management, primarily using C.	
Tiny Language Compiler GitHub Link	Nov 2022 – Dec 2022
• Built the scanner and parser for a compiler designed for a custom programming language "Tiny".	

LANGUAGES:

Arabic (native), English (fluent), Swedish (intermediate), French (intermediate)