

# SEIF ALESLAM ALSAYED

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Elsheikh Zayed, Egypt

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## Education

Nile University (NU), Bachelor of science in Mechanical Engineering, GPA 3.22, Attendance dates: 2020-2025, Expected graduation: Jan 2025

## Certification

Extended Reality (XR) Interactive Capabilities, NilePreneurs:

- I have received a certificate of participation in a training program on the capabilities of XR technology and its applications in various industries.

Nile University:

- I have received a certificate of participation in various competitions with the clubs.

Summer Internship at Ezz-Elarab Automotive Group

- Workshop Engineer & Team Leader Intern
- Completed internship gaining hands-on experience in automotive engineering and team leadership.
- Worked on projects applying technical skills and knowledge.

Summer Internship in Continuous Improvement Unit, Nile University:

- I have completed a summer internship as a Quality Management Specialist in the Continuous Improvement Unit at Nile University, where I was trained in various quality management techniques and tools, and I got a certificate of completion.

## Academic Awards

Nile University Partial scholarship to study engineering and get Bachelor of science.

2020

## Portfolio

Since 2014 as a Graphic Designer, I have honed my skills in creating visually stunning designs that effectively communicate my clients' ideas and messages. My approach to design is a combination of creativity, technical proficiency, and a thorough understanding of my clients' needs. I am passionate about design and constantly strive to push my limits and expand my skillset through new challenges and projects.

A selection of my work as a Graphic Designer can be viewed on my Behance profile (<https://www.behance.net/seifAleslam>). My portfolio showcases a diverse range of projects including branding, packaging, and digital design.

In addition to my expertise in Graphic Design, I am also a skilled 3D designer. My portfolio of 3D designs can be found on my GrabCAD profile (<https://grabcad.com/seif.aleslam-1>).

For a more in-depth look at my work experience and qualifications, please refer to my LinkedIn profile (<https://www.linkedin.com/in/seif-aleslam-70b7571b6/>).

### **Technical skills**

- Proficient in SolidWorks, Fusion 360, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, AutoCAD, and Microsoft Office
- Strong experience in mechanical design and prototyping, acquired through working with my father in the industrial field and running our own business
- Experience in graphic design, demonstrated through current employment as a designer at NilePreneurs (September 2022 - present)
- Familiarity with Python Programming Language, C Programming Language, HTML, and MATLAB

### **Projects**

1. Smart Cane for the Blind:
  - Utilized Arduino to develop a cane that assists blind individuals in navigating their surroundings
  - Worked with a team of 5 people to complete the project (Spring 2021)
2. Diabetes Prediction Using Machine Learning:
  - Collaborated with a team of 5 people to develop an algorithm that uses probability and statistics to predict diabetes
  - Utilized Python programming language to simulate the project (Spring 2021)
3. Advanced Solar Dryer:
  - Utilized SolidWorks to design and simulate an advanced solar dryer (Spring 2021)
4. Encryption using Linear Algebra:
  - Worked with a team of 4 people to develop an encryption algorithm using linear algebra operations
  - Utilized Python programming language to create a program as a prototype (Fall 2022)
5. Professional Logo Design:
  - Utilized Photoshop and Illustrator to design professional logos for an Accounting Consulting Group and Pharaohs Games Studio.
6. TX2-140 STÄUBLI Robot Project
  - Analyzed the kinematics (forward and inverse) and dynamics of the TX2-140 Stäubli robot.
  - Derived the Denavit-Hartenberg (DH) parameters and transformation matrices.
  - Calculated the robot's Jacobian matrix and analyzed singularity conditions.
  - Simulated the robot's movements using MATLAB, verifying the kinematic model and testing different path planning algorithms (cubic and quintic polynomials). (Spring 2024)
7. Yearbook Design for NilePreneurs (2022 and 2023)
  - Utilized Adobe Photoshop and Illustrator to design a yearbook for NilePreneurs from scratch.

- Worked closely with the NilePreneurs team to gather content and determine the overall aesthetic of the yearbook.
  - Collaborated with photographers to select and edit photos for inclusion in the yearbook.
  - Implemented a layout that effectively showcases the organization's activities and members throughout the year.
  - Delivered a final product that accurately represents the spirit and accomplishments of NilePreneurs.
8. Car Body Design and Fabrication for Ever Competition in RPM NU (2022)
- Utilized CAD application (Solidworks and Fusion 360) to design a car body from scratch for the Ever Competition.
  - Worked with a team of mechanical engineers to ensure the design met the competition's specifications and regulations.
  - Manufactured the car body using fiberglass molding techniques.
  - Designed and fabricated the car door, and fixed it to the car chassis.
  - Tested and fine-tuned the design through multiple iterations to optimize the car's performance.
  - Delivered a final product that met the competition's standards and represented the team's hard work and engineering skills.

#### **Extracurricular Activities**

- Head of Body and Aerodynamics Team, RPM Student Organization: Led a team of students in designing, building, and testing a racecar for competition, developing leadership, project management, and technical skills in body and aerodynamics design. Additionally, I provided several sessions to teach students how to design a car from the beginning during my time in RPM.
- Graphic Designer Member, Insider NU: Created visually appealing designs for marketing materials and events, expanding skills in graphic design and team collaboration.
- UI/Graphic Designer, Pharaohs Games Studio (PGS): Worked as a UI/Graphic Designer at PGS, where I was responsible for creating visually stunning designs for video games, including user interface, game characters, and game environments.
- Intern, Steel Technology For Manufacturing And Metal Operation: Gained hands-on experience in manufacturing processes and steel technology.
- Part-time Junior Teaching Assistant at Nile University (February 2023 - June 2023). Assisted the Mechanical Drawing department in educating Mechanical Engineering students, providing support to the primary instructor and engaging with students to enhance their understanding of mechanical drawing concepts. Developed skills in Mechanical Assembly and Mechanical Drawings.