

MOHAMED HUSAM MOHAMED DARWISH

CYBERSECURITY ENTHUSIAST

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SUMMARY

Cybersecurity practitioner with hands-on experience in ethical hacking, penetration testing, system hardening, and risk management. Skilled in building secure applications using Python, Go, and JavaScript, with a strong foundation in client-server architecture, real-time systems, and network security. Holds an AWS Cloud Practitioner certification and actively pursuing advanced credentials in cloud architecture and penetration testing. Proven ability to collaborate effectively in high-pressure environments through IT volunteering at international events and esports operations.

EDUCATION

Bachelor of Science in Cybersecurity, University of Bahrain	September 2022 – June 2026
Full Stack Developer Diploma, Reboot Coding Institute	October 2024 – April 2027
High School Diploma (Science and Math), Al Hidayah Al Khalifiya	Graduated: May 2022

PROFESSIONAL CERTIFICATES

- AWS Cloud Practitioner (2025)

Currently pursuing:

- AWS Solution Architect
- eLearnSecurity Junior Penetration Tester (eJPTv2)

SKILLS

Programming Languages:

Java, Go, Python, JavaScript

Web Development:

HTML, CSS, DOM Manipulation, Single Page Applications (SPA), RESTful APIs

Databases:

SQLite, SQL (CRUD operations, basic design)

Tools & Platforms:

VS Code, Git, Docker (basic)

Concepts & Architecture:

Client-Server Architecture, API Integration, Real-Time Systems, Authentication & Sessions, Data Structures & Algorithms, Object-Oriented Programming (OOP)

Soft Skills:

Team collaboration, problem-solving, time management, adaptability, communication, attention to detail

PROJECTS

- Real-Time News Aggregation System:** Built a client-server news platform in Python using sockets and APIs, supporting real-time data retrieval, filtering, and secure communication with SSL.
- Artist Events Dashboard:** Developed a web-based music information platform using Go, integrating APIs and client-server architecture to display artist data, events, and interactive visualizations.
- Real-Time Forum:** Developed a real-time forum platform using Go, JavaScript, SQLite, and WebSockets, enabling user authentication, content interaction, and live messaging in a secure single-page application.
- Ant Colony Pathfinding Simulator:** Developed an ant colony pathfinding simulator in Go that parses structured map data, validates complex graph inputs, and computes the fastest routes to move multiple ants from start to end with optimal turn-based path selection.

- **Browser-Based Arcade Game Engine:** Developed a browser-based arcade game engine using JavaScript, HTML, and the DOM, implementing smooth keyboard controls, pause and restart functionality, score tracking, and high-performance animations optimized to maintain 60 FPS without using canvas or external frameworks.

EXPERIENCE

Hub Administrator

D11 Gaming Hub, Dana Mall | 2024

Worked as a hub administrator supporting daily hub operations, customer service, gaming station management, bookings, and basic technical troubleshooting in a fast-paced esports environment.

VOLUNTEERING

- **Bahrain Asian Youth Games 2025** – Volunteered as part of the IT team, managing technical support, system monitoring, and issue resolution across multiple venues.
- **Arab International Cybersecurity Conference & Exhibition 2025 (AICS)** – Supported the organization of a cybersecurity CTF competition and awareness sessions at Exhibition World Bahrain.
- **First Cyber Security Youth Forum** – Assisted in organizing cybersecurity workshops and two CTF competitions in collaboration with the University of Bahrain and the Nasser Centre for Science and Technology.