

Summary

Highly motivated and detail-oriented Software Engineering student with strong skills in full-stack and cross-platform application development. Experienced in designing interactive interfaces, building efficient backend systems, and solving complex problems. Known for delivering robust and scalable software solutions and thriving in collaborative, fast-paced environments.

Education

- Damascus University – Bachelor's in Software Engineering 4th Year (Expected Graduation: 2026)
- Flutter Training Program, Al-Barakah Association, Damascus (2024) – [Certificate](#).

Technical Skills

- Programming Languages:** C/C++, Python, PHP, Java, JavaScript, SQL, Dart, PHP, HTML, CSS.
- Frameworks & Libraries:** Flutter, Laravel, Bootstrap.
- Databases:** SQL / MySQL.
- Tools & Platforms:** Git, GitHub, Postman.

Projects

-Restaurant Food Ordering & Web Management Platform([Mostaq Project Link](#))

- Role:** Software Engineer | Full-Stack Developer | Flutter, Laravel, HTML/CSS/JS, Bootstrap | UI/UX Designer
- Description:** Developed a comprehensive restaurant solution consisting of a cross-platform food ordering mobile application (Flutter) integrated seamlessly with a web-based restaurant management platform (Laravel). Customers can browse menus, place orders, and track order status in real-time. The web platform enhances operational efficiency through specialized panels:
 - Admin Dashboard:** Menu management, order tracking, and overall restaurant settings.
 - Cashier Panel:** Efficient order processing and payment handling.
 - Kitchen Panel:** Real-time updates and management of order statuses.

Built with Flutter for robust mobile experiences, and Laravel along with HTML, CSS, JavaScript, and Bootstrap for a responsive, scalable, and user-friendly web solution.

- Interactive Multiplayer Quiz App([Mostaq Project Link](#))

- Role:** Software Engineer | Full-Stack Developer | Flutter & Laravel | UI/UX Designer.
- Description:**
 - Built a multiplayer quiz game using Flutter (frontend) and Laravel (backend).
 - Users can create trivia rooms, invite friends via Game ID, and compete in real-time, complete with real-time scoring.
 - Implemented authentication, power-ups (50/50, Bomb), and an intuitive UI/UX design for an engaging gameplay experience.

For additional samples of my work : ([view more of my projects](#)).

Extra-Curricular Activities

Competitive Programming

- Bronze Medalist in SVU-CPC (Syrian Virtual University Collegiate Programming Contest). [Profile](#)
- The 72'th place out of 841 developers in the ACPC (Arab Collegiate Programming Contest) KickOff.
- Qualified to participate in SCPC (Syrian Collegiate Programming Contest). [Profile](#)
- Participation in Al-Baath CPC (Al Baath Collegiate Programming Contest). [Profile](#)