

Ali Mhajna

050-5900466 | alimhajna39@gmail.com | [LinkedIn](#) | [GitHub](#)

SUMMARY

Fullstack Developer looking for employment, Fast learner, Public Speaker, by the age of 16, I was already making games in C#. After said freelance, I started learning at Appleseeds Academy Fullstack Development and currently looking for my first job

My GitHub is github.com/blackzero172

EDUCATION

2021-2022 Fullstack Development Bootcamp – Appleseeds Academy

- An intensive, hands-on, 6-months/720 Hours training program that encourages self-led learning and group projects that simulate real-world development teams.
- Learning and applying front end skills such as **HTML**, **CSS**, **JavaScript React**, **Storybook**, and back-end such skills as **NodeJS** and **NoSQL** database, like **MongoDB**, using VCS **Git**.
- **Bootcamp Middle Project** | Appleseeds Academy
Built a memory game using **ReactJS** and **MockAPI** service as my middle project for the Fullstack Development Bootcamp. My main reason for making a game as my mid-project is to see the difference between making games with prebuilt game engines such as Unity or Unreal Engine and making a game from scratch.

2015-2019 Technological Youth Movement – Net@ – Appleseeds Academy

A four-year program teaching all kinds of technologies ranging from IT and CCNA by Cisco to Game Development using Unity Game Engine and Python

WORK EXPERIENCE

Feb.2022 – Apr. 2022 Fullstack Developer – Rural Senses

Rural senses help investors gather important info in growing countries to understand the situation in said countries better and know what to invest in.

The role includes improving existing code and building a new feature on their dashboard. **Stack:** **ReactJS, Python, MongoDB, Flask.**

2019-Present: Technical & Social Instructor – Appleseeds Academy

A four-year course teaching teenagers all about tech and programming

Web Development: **HTML5**, **CSS3**, and **JavaScript**

Game Development with **Unity**, **C#**, **Python**, **CCNA**

2014-2018: Unity Game Developer – Freelancing

Freelanced building games using the Unity game engine and built all types of games

Ranging from **FPS** (First-Person Shooter) games to **Turn-Based** Games, for all kinds of platforms Be it **PC** (Computer), **Mobile**, **VR** (Virtual Reality).

LANGUAGES

Arabic: Native Speaker | English: Fluent | Hebrew: Advanced

Professional Skills

Front-End: HTML5, CSS3, JavaScript, ReactJS
Back-End: Node.js, Express, MongoDB, Flask, Python
Other: Git