

# Fady Faheem

Fort Worth, TX

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## SUMMARY

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Software developer with over 6 years of delivering high-end software and frontend engineering services to high-value clients. Strong passion for both developing applications and websites with great user experiences. Currently working on difficult programming problems and learning from real-world challenges.

## SKILLS

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Java and JavaScript, Python, Quick Learner, Swift, Drives Results, C# and Unity, Verbal/Written Communications, Team Player, React.JS, C++ & C, SQL, HTML, CSS, Fusion 360

## WORK EXPERIENCE

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**Fedex** **May 2025 - Present**  
Automation Engineer *Coppell, TX*

- Developed Python-based applications (CLI and GUI) to streamline data analytics and parsing, integrating with MySQL databases for efficient data management.
- Conducted 4G RF (Radio Frequency) testing across multiple OEMs including Samsung, Motorola, Google, OnePlus, and TCL, ensuring compliance with performance standards.
- Designed and validated custom RF test jigs to evaluate mobile device RF performance, improving testing accuracy and repeatability.
- Collaborated with manufacturers (Motorola, Samsung, TCL) to develop a Python-based FRP (Factory Reset Protection) unlocking tool, enhancing device reset workflows.

**Bell Textron Inc.** **Sep 2022 - May 2025**  
Software Engineer *Arlington, TX*

- Designed and implemented Flask Python APIs to integrate data ingestion for Bell Aircraft systems (Collins, Garmin, and etc...)
- Worked with multiple front-end frameworks building UI in React.JS, Svelte, Maui, and or Angular.
- Maintained over 150+ machines for classroom usage, including building a synchronization tool in C# to keep all instructor machines with up-to-date courseware.
- Developed and maintained positive relationships and contracts with internal and external customers and industry leaders.
- Wrote Excel VBA (Visual Basic for Applications) to forecast revenue, generate reports, and streamline administrative duties.
- Created pilot scheduling application, tool control, and regulatory tracking application

**Edikt Studios** **Aug 2021 - Sep 2022**  
Intern Unity Game Developer *Keller, TX*

- Developed 2D and 3D games utilizing HDRP (High Definition Render Pipeline), and URP (Universal Render Pipeline) to maximize user visual interaction
- Created AR/VR Games including “Math Hunt” that went on to go to being a finalist in SkillsUSA Texas
- Leveraged advanced tools and techniques to create immersive and interactive experiences that push the boundaries of traditional gaming

## EDUCATION

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**University of Texas at Arlington** **GPA: 3.9**  
Undergraduate in Computer Science Engineering