

# Fady Faheem

Fort Worth, TX

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## SUMMARY

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

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

<b>Fedex</b> Automation Engineer	<b>May 2025 - Present</b> <i>Coppell, TX</i>
<ul style="list-style-type: none"><li>Developed Python-based applications (CLI and GUI) to streamline data analytics and parsing, integrating with MySQL databases for efficient data management.</li><li>Conducted 4G RF (Radio Frequency) testing across multiple OEMs including Samsung, Motorola, Google, OnePlus, and TCL, ensuring compliance with performance standards.</li><li>Designed and validated custom RF test jigs to evaluate mobile device RF performance, improving testing accuracy and repeatability.</li><li>Collaborated with manufacturers (Motorola, Samsung, TCL) to develop a Python-based FRP (Factory Reset Protection) unlocking tool, enhancing device reset workflows.</li></ul>	
<b>Bell Textron Inc.</b> Software Engineer	<b>Sep 2022 - May 2025</b> <i>Arlington, TX</i>
<ul style="list-style-type: none"><li>Designed and implemented Flask Python APIs to integrate data ingestion for Bell Aircraft systems (Collins, Garmin, and etc...)</li><li>Worked with multiple front-end frameworks building UI in React.JS, Svelte, Maui, and or Angular.</li><li>Maintained over 150+ machines for classroom usage, including building a synchronization tool in C# to keep all instructor machines with up-to-date courseware.</li><li>Developed and maintained positive relationships and contracts with internal and external customers and industry leaders.</li><li>Wrote Excel VBA (Visual Basic for Applications) to forecast revenue, generate reports, and streamline administrative duties.</li><li>Created pilot scheduling application, tool control, and regulatory tracking application</li></ul>	
<b>Edikt Studios</b> Intern Unity Game Developer	<b>Aug 2021 - Sep 2022</b> <i>Keller, TX</i>
<ul style="list-style-type: none"><li>Developed 2D and 3D games utilizing HDRP (High Definition Render Pipeline), and URP (Universal Render Pipeline) to maximize user visual interaction</li><li>Created AR/VR Games including “Math Hunt” that went on to go to being a finalist in SkillsUSA Texas</li><li>Leveraged advanced tools and techniques to create immersive and interactive experiences that push the boundaries of traditional gaming</li></ul>	

## EDUCATION

### University of Texas at Arlington

Undergraduate in Computer Science Engineering

GPA: 3.9