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| **Fady Faheem** | | | |
| Fort Worth, TX  (682) 717-6391  [contact@fadyfaheem.com](mailto:contact@fadyfaheem.com) - E-Portfolio: fadyfaheem.com  Languages: English & Arabic | | | |
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| *A creative and problem-solving* ***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.*  ***My skills include the following****:*   |  |  |  | | --- | --- | --- | | * *HTML, CSS* | * *Java and JavaScript* | * *Agile/Scrum Management* | | * *React.JS* | * *Python* | * *Quick Learner* | | * *Swift* | * *Team Building / Leadership* | * *Drives Results* | | * *C# and Unity* | * *Verbal/Written Communications* | * *Team Player* | | | | |
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| **PROFESSIONAL EXPERIENCE** | | | |
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| **Fedex**  Automation Technician – Full Time | | **Coppell, TX**  *May 2025 – Current* | |
| * 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. * Built an IMEI scanning tool to verify device ownership throughout the supply chain, improving check-in/out efficiency by 7%. * Created a headphone testing and pull-force verification tool for use in correctional facilities, ensuring device integrity and safety compliance. | | | |
| **Bell Textron Inc.**  Media-IT Support Administrator – Full Time | | **Arlington, TX**  *July 2024 – May 2025* | |
| * 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. * Created and designed Unity applications to help streamline processes, such as XML courseware editing, and building Crew alerting system (CAS) in Unity game engine. * 3D modelled and printed custom parts to support training in both mechanical and in-flight applications. * 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. | | | |
| **Bell Textron Inc.**  Training Support Administrator – Full Time | **Arlington, TX**  *July 2023 – July 2024* | | |
| * Began development of pilot scheduling applications both on web and native mobile platforms. * Wrote Excel VBA (Visual Basic for Applications) to forecast revenue, generate reports, and streamline administrative duties. * Established a system to monitor, control, and maintain tools within the company, lowering tool loss by 4% * Monitored and updated Kubernetes deployments for excessive complexity, and workflow operation, and uptime. | | | |
| **Bell Textron Inc.**  Software Developer Co-Op – Full Time | **Arlington, TX**  *May 2023 – July 2023* | | |
| * Created schematics for pilot scheduling application, tool control, and regulatory tracking application * Learned VBA (Visual Basic for Applications) to maintain old excel macros, due to code deprecation and software updates * Learned React.JS to begin web application development | | | |
| **Bell Textron Inc.**  IT Software Intern – Part-Time | **Arlington, TX**  *Sep 2022 – May 2023* | | |
| * Created and designed a 2-year plan to efficiently develop software solutions, including streamlining digital access, creating alternative solutions for data digestion, and more | | | |
| **Edikt Studios**  Intern Unity Game Developer – Full Time | **Keller, TX**  *Aug 2021 – May 2023* | | |
| * 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 | | | |
| **Gourmet Wholesale LLC**  Assistant Technical Manager – Full Time | **Colleyville, TX**  *Oct 2020 – Nov 2021* | | |
| * Maintained a MySQL database for efficient inventory management. * Developed a web application using HTML, CSS, and JavaScript to streamline inventory maintenance and offer an online platform for clients to view available items. * Implemented a tracking map that reduced item misplacement losses by 32%, enhancing inventory accuracy and operational efficiency. | | | |
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| **EDUCATION** | | | |
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| **University of Texas at Arlington**  Undergraduate in Computer Science Engineering | | | **Arlington, TX** |