Ghaith Zoaiter

📍 **Damascus, Syria**

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👋 About Me

Enthusiastic computer science student passionate about software engineering and modern web/mobile technologies, building hands-on projects with React, React Native, Three.js, and JavaScript.
Eager to gain real-world experience through **internships, training bootcamps, and team-based projects** to grow into a professional software engineer.

🎓 Education

Diploma – Technical Institute for Computer Science
Damascus University – Damascus, Syria
(2024 – Present, Expected Graduation: 2028)

High School
Computer Technology
(2021 – 2023)

📑 Certificates

International Certification of Digital Literacy (ICDL)
proficiency in office applications, file management
, microsoft office, and internet tools
The certificate can be viewed here.

Golden Milestone institute
Reached English Language Level 2B at
Golden Milestone Institute.

💻 Projects

Clothes Shop3D – *Interactive 3D Clothing Store*
- Virtual shopping prototype built with **Three.js (WebGL), JavaScript, HTML, CSS**.
- Demonstrates **3D product visualization** and immersive web design.
  🔗 GitHub Repo   🔗 Preview

Twitter X Clone – *Mobile Social Media Prototype*
- Developed with **React Native, TypeScript, Expo**.
  Implements **UI/UX patterns** inspired by modern social apps.
  🔗 GitHub Repo

Prayer_Times App – *Islamic Prayer Time Web App*
- Built with **JavaScript**, integrates with prayer time APIs.
  🔗 GitHub Repo   🔗 Preview

Tic Tac Toe X-O – *React.js Browser Game*
- Demonstrates **component-based design** and interactive gameplay.
  🔗 GitHub Repo   🔗 Preview

Generate Password Tool – *Strong Password Generator*
- Lightweight tool with **HTML, CSS, JavaScript**.
- Focus on **DOM manipulation and randomization**.
  🔗 GitHub Repo   🔗 Preview

To-Do List App
- Task management with **localStorage persistence**.
  🔗 GitHub Repo   🔗 Preview

Weather App
- Real-time forecasts from weather APIs with JavaScript.
  🔗 GitHub Repo   🔗 Preview

QR Code Generator
- Web app generating QR codes instantly with JavaScript libraries.
  🔗 GitHub Repo   🔗 Preview

Chaos Befall – *Mini game*
- Developed a 2D survival/adventure game in 48 hours during a Game Jam.
- Built using engine Godot & language GDScript
  🔗 GitHub Repo   🔗 Preview

Hotel: Boss Hunt – *Mini game platformer*
- Created a 2D action-platformer for Boss Rush Jam 2023
- Built using engine Godot & language GDScript
  🔗 GitHub Repo   🔗 Preview

🛠️ Skills

Frontend: React.js, React Native, Expo, HTML5, CSS3, JavaScript (ES6+), TypeScript
3D & Graphics: Three.js,Blender , WebGL fundamentals
APIs & Data: REST API integration, JSON
Tools: Git, GitHub, VS Code
Soft Skills: Quick learner, problem-solving, teamwork

🌟 Interests

- Internships & coding bootcamps
- Mobile app development & interactive web technologies
- Exploring backend and full-stack development
- I follow all the news about AI and try some of them