**MAZEN ZIDAN**

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**SUMMARY**

I am a highly organized and dependable web developer with a strong background in project management and leadership. I excel at managing multiple priorities with a positive attitude and always seek opportunities to collaborate with others. My passion for technology, combined with my problem-solving skills, enables me to deliver high-quality outcomes, and I'm dedicated to fostering team success.  
  
Aspiring game and web developer with a strong computer science foundation, competitive programming background, and hands-on experience building 2D platformers in Godot. I am passionate about creating engaging interactive experiences and building scalable web apps.

**EXPERIENCE**

Graphic Designer

MSA CPC Community  
10/2024

Giza, Egypt

A community program that focuses on enhancing students' skills through collaborative projects and events

• Designed social media graphics and promotional materials using Adobe tools

• Collaborated with team members to align branding across campaigns

**EDUCATION**

Bachelor of Science in Computer Science

MSA University (Dual degree with University of Greenwich)  
09/2023 - 07/2027

Giza, Egypt

**CERTIFICATION**

AWS Educate (Compute, Networking, Storage, Cloud 101) (2024)  
Introduction to cloud concepts including Compute, Networking, and Storage

PHP Full Stack Web Development (2020)   
Comprehensive training in Full Stack web development including front and back-end technologies

Adobe Graphic Design Certified (2019)  
Certification in graphic design fundamentals and software

MongoDB (MaharaTech - ITI Moocaa) (2024)  
Training in MongoDB database management

Game Development - 2D Platformer (Udemy, Godot 4) (2025)  
Course on developing 2D platformer games using the Godot engine

3rd place - CPC Mid-Year Contest (2025)  
Achieved 3rd place in the CPC Mid-Year Contest, showcasing competitive programming skills

2024 ICPC ECPC Qualifications (2024)  
Qualified for the ICPC ECPC in 2024, demonstrating proficiency in competitive programming

**KEY ACHIEVEMENTS**

3rd place – MSA CPC Mid-Year Contest and ICPC qualification

Successfully achieving 18th place in the ICPC ECPC in 2024 competitive programming contest

**LANGUAGES**

Arabic - Native  
English - Proficient

**SKILLS**

Godot game engine, Game Development, AWS, CPC, CSS, HTML, JavaScript, MongoDB, PHP, GDscript, Competitive programming, Problem Solving, C++, Teamwork, Python, Full-stack Development, Graphic Design, C#, MYSQL, Data Structure.

**PROJECTS**

Little Adventurer 2D  
01/2025

A Godot-based action platformer that showcases skills in game development  
• Developed a 2D action platformer game using Godot engine  
• Implemented game mechanics and responsive gameplay features

<https://drive.google.com/drive/folders/1sY8CrJ7VJsi21Q9JiYy4nT30sTbjHd2c?usp=sharing>

Godot simple platformer game

8/2024  
  
A Godot-based simple platformer that showcases skills in game development  
• Developed a 2D action platformer game using Godot engine  
• Implemented game mechanics and responsive gameplay features

<https://drive.google.com/drive/folders/1Y4yUwNbYHgvuh9n_XmUPiE4ZGDOt2xLz?usp=sharing>  
  
  
ASCII Simple CPP Game

7/2023  
  
Simple ASCII game where a wizard in a castle shoots beams, fighting a ghost and a gorilla shooting that attack with bananas, and escaping from bats and laser beams.  
The player wins by reaching the final gate at the end of the arena.