



Mahdi Al-Fakih

Web & Desktop App Developer

2018 - Current

Professional Summary

- Logical and results-driven Web Developer dedicated to building and optimizing user-focused websites for customers with various business objectives. Judicious and creative when crafting effective websites, apps and platforms to propel competitive advantage and revenue growth. Technically proficient and analytical problem solver with calm and focused demeanor. Always learning and sculpting a stronger mental.

2018 - Current

Work History

- Full-Stack Web Developer

Companies

- Semicolon Programming and Security (2018 ~ 2019)
- Eduba (2019 ~ 2021)
- Mervah (2021 ~ Current)

Skills and Accomplishments

- Coded websites using all of the top three front-end JS frameworks/libraries like Angular, React and Vuejs.
- Planned website development, converting mockups into usable web presence with HTML, CSS, JavaScript, AJAX and JSON coding from scratch.
- Designed numerous websites with top CSS frameworks like Bootstrap 4, Semantic-UI and Material-UI.
- Coded web servers using PHP, NodeJS and Python languages that servers for building a secure bridge between user interface and database.
- Built back-end databases using both MySQL and MongoDB.
- Conducted many security researches and testings and participated in Google CTFs 2018 and 2019 and other known CTFs security competitions.
- Created and hosted Revue Visualizer using Vuejs 2 that helps visualize both Path finding algorithms (A*, Dijkstra, JPS) and Sorting algorithms after implementing them from scratch.

2017 - 2018

Desktop Application Developer

Companies

- Semicolon Programming and Security (2017 ~ 2018)

Skills and Accomplishments

- Worked with Electron and NodeJS to build desktop application using modern web technologies that was used to code Avicinna Health Care System for windows/macOS/linux.
- Coded tools to help with development using Python and C++.
- Conducted many researches to find and test the best possible ways for encrypting and decrypting data and information related to the app.

2018 - Current

Education

- Bachelor of Science: Computer And Information Sciences

Lebanese University - Bint-Jbeil

Game Development

- Worked with Unreal Engine and C++ for about a year, doing various small solo projects.

Used Unity Engine with C# for 3 months reaching an intermediate level in this amazing and well designed engine.

Practiced Godot Engine with Python-like script and created small projects to master its simple and fast-forward services.

Game Development was an interesting and educative journey exploring different fields in coding and development.

Augmented Reality Development

- Worked with Unity Engine and Wikitude to develop multiple AR applications for both Android and IOS devices featuring 3D displaying, shadows, occlusion, logical interactions and various other implementations.

IOS Development

- Worked with Swift and Xcode for couple of months developing apps, games (using Apple's SpriteKit framework), and Safari Extensions for ios devices (iphone, ipad, ipod), while adjusting the layouts in both portrait and landscape mode.

Contact

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Skills

Web development and design

Data security

Algorithm implementation

Game Development

Augmented Reality Development

IOS Development

Technical Support

Languages

English

French

Arabic