



# Marwan Al-Adwan

Computer Engineer | Software Engineer | Flutter Developer

✉ marwanaladwan5@icloud.com

☎ +962 7 9602 3329

📍 Amman, Jordan



A fresh graduate computer engineer with a strong foundation in software development principles and programming languages. I bring strong communication skills, a collaborative spirit, am self-motivated, a quick learner, an effective problem solver, and am always eager to embrace new challenges and technologies. I am excited to apply my skills in a dynamic engineering role where I can contribute and grow.

## Education

### Bachelor of Computer Engineering

Sep 2019 - May 2024

- University of Jordan - Faculty of Engineering

## Experience

### WEB DEVELOPER WITH JAVASCRIPT ARCGIS API INTERN

Jun 2024 - Aug 2024

Gistec - Amman, Jordan

- Leveraged JavaScript, HTML5 and CSS3 to develop responsive and interactive websites for clients
- Gain practical knowledge of agile techniques such as Code Reusability, Clean Code, and Code Refactoring
- Gain advanced skills in JavaScript and learn best practices for structuring and writing efficient code
- Understand the basics and advanced features of the ArcGIS API
- Create interactive maps and geospatial applications, and implement spatial analysis and geoprocessing tasks
- Understand how to connect front-end applications with back-end services and how to fetch and manipulate data

### SOFTWARE ENGINEER - FLUTTER DEVELOPER

Nov 2022 - May 2023

FADI-IMS - Amman, Jordan

- Developed a high-performance mobile application for monitoring systems using Flutter technology
- Enhancing the user experience across both iOS and Android platforms
- Dealing with Socket Programming to establish communication links between remote and local processes
- Collaborated with cross-functional teams to design and implement new features

## Technical Skills

- |           |                   |                                  |                        |
|-----------|-------------------|----------------------------------|------------------------|
| • Flutter | • OOP             | • SOLID Principles               | • Parallel Programming |
| • Dart    | • HTML            | • Git and GitHub                 | • RESTful APIs         |
| • Java    | • CSS             | • Data structures and Algorithms | • Firebase             |
| • C#      | • JavaScript      | • Network Programming            | • Databases            |
| • C++     | • Problem Solving |                                  | • Cloud Computing      |

# Flutter Framework Skills

- Write Efficient Code
- Performance Optimization
- Debug complex issues
- Third-party libraries and APIs
- Customize Widgets
- Reusable Components
- Localization
- MVVM
- State Management
- Error Handling
- HTTP Requests
- Bug Fixing and Maintenance
- Local and Remote Data sources
- Email confirmation
- Push Notifications
- Local Storage
- Firebase services
- Authentication
- Firebase Firestore
- Realtime Database
- Cloud Functions
- Cloud Messaging

## Projects

### ● RISC-V simulator: Single-issue five-stage pipeline architecture (Graduation Project)

A desktop application for educational purposes was developed using Unity game engine with C# programming language. Designed to provide students with an immersive learning experience focused on the single-issue five-stage pipeline. This simulator offers an interactive approach to understanding the intricacies of a single-issue five-stage pipeline architecture.

### ● JU Office Hours

A mobile application was developed using Flutter allows University of Jordan students to check the office hours and times when teachers are available in their offices. All teachers can log in to their accounts and change their status (in/out office). Students can not create an account in the application; they can only check the status of each teacher.

### ● Darb JU

A mobile application was developed using Unreal Engine 4 and Blender. It helps the students at the University of Jordan to move between faculties. It contains a 3D graphical map of all university buildings and facilities, with a routing system, a student can transport between any two places inside the university without getting lost.

### ● Salla App

An e-commerce application for mobile was developed using Flutter, which allows consumers to create their accounts, explore the products and items, mark them as favorites, and search for certain products.

### ● Buy It

An e-commerce application for mobile was developed using Flutter; it allows admins to display their products and services for sale in a store. Consumers can view products, prices, and descriptions, put the products they want to buy into the shopping cart, and order them. Then the admins receive the order and can either cancel it or approve it.

## Languages

● ARABIC  
Native Language

● ENGLISH  
Very Good