

Jawdat Abdullah

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Summary

Senior Software Developer specializing in web and mobile; former **Full-Stack** dev (React, Node.js, .NET, cloud).

Pursuing a **Control & Automation Engineering** degree.

Focused on **automation** solutions, logistics optimization, and **SAP** operational excellence.

Experience

[Strauss-Group](#) | Logistics SAP EWM & Automation Manager | 2024-Current

- Operating **SAP EWM** and **SAP ECC** on **SAP S/4HANA** for managing outbound and inbound deliveries while training new users on system operations.
- Oversee end-to-end automation and optimization of warehouse operations, managing SAP ECC/EWM and integrating HMI PLCs.
- Serve as a strategic liaison between operations and IT, providing SAP consulting and driving continuous improvement.

[Innovisec, ICTS Europe](#) | Senior Software Developer | 2019-2024

- Designed and developed scalable web applications using **React**, **Angular**, **NodeJS**, and **.Net**, ensuring efficient performance and user-friendly interfaces.
- Implemented real-time features using **WebSocket** technology, enhancing user engagement and interaction for dynamic applications.
- Led the development of cross-platform mobile applications with **React Native**, focusing on seamless user experiences across different devices.

[Strauss-Group](#) | Technical Support Specialist (Tier 1) | 2015-2018

- Managed user access and resolved technical issues across Active Directory, SAP, and other systems, enhancing system reliability.
- Provided comprehensive support for **network troubleshooting**.
- Supported **SAP EWM/WMS** and **GUI**, creating and maintaining essential support documentation to enhance operational efficiency and logistics management.

Education

[Atid Maalot](#) | Control and Automation Practical Engineer | 2025-Ongoing

[Open University](#) | B.Sc Computer Science | 2023-Onhold

[Ort Braude](#) | Practical Engineering, Software Development

- **OOP - Object Oriented Programming**.
- **Algorithms** and **Data Structures - Complexity**.
- Developed a checkers game using the minimax algorithm in **C++** with graphical rendering via **OpenGL**, receiving a score of 98.

Project

Developed web and mobile projects for myself and BestTuqay (JavaScript, .NET, React Native, Supabase, Azure).

Languages

Arabic - Native | English - Proficiency | Hebrew - Native