Mohammad Al-Zaro

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○ https://github.com/m0hammad2Z

Profile

I am a web developer and software engineer with a strong work ethic and a passion for innovation. I have the skills and experience to contribute to a variety of projects in a professional environment. I am looking for opportunities to apply my knowledge and creativity to challenging and rewarding tasks.

Skills

Programming languages
- PHP
- C#
- Java
- SQL
- JavaScript
- Python

Frameworks and tools
- Flask
- Unity
- Flutter
- Firebase
- Docker
- GitHub

Education

Bachelor in Computer Science   2020 – 2023
Hashemite University

Languages

- Arabic
- English

Courses

Full Stack Web Developer Nanodegree   05/2023 – 08/2023
Udacity
Learn how to design and develop databases for software applications, create and deploy database-backed web APIs, and secure and manage user authentication and access control for an application backend. The program also covers how to deploy a Flask-based web application to the cloud using Docker and Kubernetes.

Nova 🔗

Car Market Website

A website that allows users to buy and sell cars online.
- Responsible for the front-end development using HTML, CSS and JavaScript.
- Integrated the website with the back-end using PHP and MySQL.
- Recommendation system that shows suggestions to the user based on the last cars seen by them.

Promptly API 🔗

RESTful web service that provides users with ideas or suggestions for writing something creative, such as a story, a poem, a script, or an essay.
- Used Python and Flask as the main technologies and implemented various features such as authentication, pagination, and error handling.
- Used Postgres as the database for storing and retrieving data and model parameters.

Chatvibe 🔗

A simple chat app made using Flutter and Firebase.
- Used Firebase as the backend service to store and retrieve messages.
- Implemented authentication and authorization using Firebase Auth.

University Weather App 🔗

A weather software for universities was created using Flutter to make it easier for students to check the weather in their universities. The app retrieves weather data using the OpenWeather API.
- Used OpenWeather API to fetch weather data for different locations.
- Implemented a user-friendly interface.

FP Pacman 🔗

FP Pacman is a first person remake of the classic arcade game made with Unity.
- Designed and coded the game logic and mechanics using C#.
- 3D Models created using Blender.

Roller Ball 🔗

A game made with Unity where you have to control a ball to avoid collision with the obstacles.
- Designed and coded the game logic and mechanics using C#.
- Created various levels with increasing difficulty and variety.