# Mohammad Jada
Full-Stack | Game Developer

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Full-Stack Developer skilled in React, Node.js, and MongoDB, with additional experience in Unity and C#. Proven ability to build scalable web apps and engaging games, delivering impactful user experiences and practical real-life solutions.

## Work Experience

### FullStack Developer (Freelance)
*Rahalatek Tourism* | Istanbul, Türkiye

Apr 2025 - Present

Architected a comprehensive tourism management system serving 100+ bookings with financial dashboards, QR based attendance, employee salary management, voucher generation, analytics, JWT authentication, and modern glassmorphism UI design.

- Built full-stack MERN application with JWT authentication and role-based access control.
- Developed financial management system with multi-currency support and automated voucher generation.
- Engineered QR-based attendance system with automated time tracking and salary calculations.
- Implemented scalable RESTful APIs with MongoDB and responsive UI supporting 100+ bookings and vouchers.
- Integrated real-life solutions for client needs, including booking validation, reporting dashboards, and analytics.

### Full-Stack MERN Application | Real-Time Social Platform
*Glim (Independent Project)* | Istanbul, Türkiye

Jan 2025 - May 2025

Built a MERN stack social media and blogging platform with features for content creation, multi-role user interaction, and fundraising, allowing users to like, comment, and follow each other, boosting engagement and support.

- Implemented secure user authentication and session management.
- Designed and integrated interactive UI components using React and Tailwind CSS.
- Built robust backend APIs with Express for CRUD operations and data management.
- Enabled content engagement features including likes, comments, and following system.
- Integrated real-time updates and push notifications using WebSockets, Socket.io, and service workers.

## Projects

### Roller Bawler – 3D Rollerball Game (Unity 6, C#)

Jan 2025 - Mar 2025

A 3D rolling ball platformer combining physics-based movement with creative level design. Features level-based progression, coin collection with persistent tracking, unlockable skins, and dynamic day-night skybox.

- Built 5 interactive levels with distinct challenges, power-ups, and skins.
- Implemented coin collection, timed abilities, progression system, and main game loop with fully functional menu.
- Designed visual and sound effects to enhance overall player experience.

### Void Strike – 2D Space Shooter (Unity, C#)

Oct 2024 - Nov 2024

A fast-paced 2D space shooter where you pilot a starfighter through waves of enemies and environmental hazards. Features responsive controls, dynamic enemy spawning, power-ups, and optimized object pooling.

- Developed player health system, enemy AI, pickups, scoring, and sound effects.
- Designed core gameplay mechanics and level progression to make progression engaging and fun.

## Core Skills

**Front-End:** React.js (with Hooks, Context API), Redux / Redux Toolkit, Tailwind CSS, Responsive & mobile-first design

**Back-End:** Node.js, Express.js, MongoDB (Mongoose), RESTful APIs, Authentication & Authorization (JWT, sessions)

**Game Development:** Unity, C#, Gameplay Programming, Physics, UI/UX, 2D & 3D Game Design

**Additional Skills:** MERN stack integration, Git, Version control workflows, Next.js (basic knowledge)

**Tools & Platforms:** VS Code, GitHub, Postman, Insomnia, Figma, npm, Firebase, Deployment, Unity Asset Store, Unity Version Control

**Soft Skills:** Team Collaboration, Problem Solving, Communication, Creativity, Agile / Scrum

## Education

**Üsküdar University**                                                                              Sep 2021 - Jul 2025

**Bachelor's degree**  Software Engineering

Relevant Coursework: Software Requirements Analysis, Software Project Management,
Database Management Systems, Object-Oriented Programming (OOP), Software Construction,
Software Testing & Validation, Software Design & Architecture, Agile Methods in Software Development,
Web Programming, Mobile Programming
GPA: 3.71

## Languages

**Arabic** *(Native)*,  **English** *(Fluent)*,  **Turkish** *(Intermediate)*

## Certificates

**Full stack MERN Blog Project: MERN Stack Blog with Dashboard**                    Apr 2025
*Udemy*

**Node.js & MongoDB: Developing Back-end Database Applications**                    Dec 2024
*IBM*

**Developing Back-End Apps with Node.js and Express**                               Nov 2024
*IBM*

**Game Design and Development 1: 2D Shooter**                                       Nov 2024
*Michigan State University*

**Designing User Interfaces and Experiences (UI/UX) (with Honors)**                 Oct 2024
*IBM*

**JavaScript Programming Essentials**                                               Aug 2024
*IBM*

**C# for .NET Developers**                                                         Mar 2024
*Board Infinity*