

Hala Mohamed

BSc in Software Engineering from Üsküdar University, experienced in full-stack web development and game development. Strong background in building real-world projects including a production company dashboard, social platforms, and management systems. Currently based in Saudi Arabia, Jeddah & open to relocation and remote roles globally.

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EDUCATION

Üsküdar University, İstanbul, Türkiye — Software Engineering

October 2021 - June 2025

Relevant coursework includes Data Structures, Algorithms, Web Development, Database Management Systems, and Software Project Management

TECHNICAL SKILLS

Skills: Java, Python, C/C++, HTML, CSS, JavaScript, Django, Laravel, React, MySQL, Git, VS Code, OOP, Agile, Azure

EXPERIENCE

Anatolia System Web Tasarım ve Sosyal Medya Ajansı, İstanbul, Türkiye—Full Stack Developer Intern

September 2024 - October 2024

- Fully developed client's platform front-end and back-end
- Participated in debugging, collaborative Git workflows, and agile project cycles
- Gained practical experience with database integration and CMS tools

LANGUAGES

1. English – Native or bilingual proficiency
2. Arabic – Native or bilingual proficiency
3. French – Limited working proficiency
4. Spanish – Elementary proficiency

EARTech Information Technology, İstanbul, Türkiye—Software Development & AI Bootcamp Intern

August 2025 (1 month)

- Expanded Laravel experience with validation, sessions, cookies, authentication, and e-commerce cart implementation, plus deployment on Azure
- Worked with Azure AI services (document intelligence, OCR, embeddings, prompt flow, and AI-driven CV/job recommendation pipelines)
- Learned cybersecurity fundamentals, including password-cracking tools (Hashcat), authentication security, and best practices
- Participated in UI/UX design reviews on Figma, focusing on usability, consistency, and accessibility

PROJECTS | Project Reports

o Production Company Website with Admin Panel | Laravel,

HTML, CSS, MySQL [ProductTtion](#)

- Developed both front-end and back-end of a client web platform using modern frameworks
- Built a custom admin panel for content management and site control
- Implemented SEO-friendly features to enhance search engine visibility
- Collaborated in an agile team environment, using Git for version control and task coordination
- Integrated databases and CMS tools to deliver a dynamic and responsive web experience

o University Clubs Management System | Django, HTML, CSS, JS

- Designed a platform with roles for Students, Club Managers, and Admins
- Involved in project documentation (SRS), UI design (Figma), and feature implementation
- Conducted functional, performance, & user testing based on acceptance criteria

o Thesis Game Project (Unreal Engine) | Unreal Engine, Blueprint, Blender

- Developed a single-player action-adventure game as part of a final-year thesis project
- Designed the game's environment from scratch using Blender and Unreal Engine, iterating through multiple planning and resketching phases
- Scripted gameplay systems using Blueprint, including a puzzle mechanic based on letter selection, a narration sequence, and conditional gate unlocking
- Built and integrated a responsive user interface (UI) with interactive menus and feedback states based on player input

o Instagram Clone App | Flutter, Dart, Firebase

- Built a functional Instagram-like mobile app by following a guided tutorial, gaining hands-on experience with Flutter and Firebase integration
- Implemented core features: post creation, likes, comments, follow/unfollow, profile viewing, and user search functionality
- Practiced state management, user authentication, and real-time database syncing for a smooth and responsive experience

o Number & Alphabet Guessing Game (Java)

- Console-based Java game with multiple difficulty levels
- Used modular methods and switch statements for efficiency

o Social Networking Site |

Django

- Developed a responsive site with user profiles, post feeds, likes, and comments
- Focused on backend logic for homepage and routing

o Hotel Management System

(SQL Project) | MySQL,

WampServer

- Designed ERD and implemented SQL-based database from scratch
- Included triggers, joins, & data validation with SQL commands

o Horror House Game (Unity) |

Unity, C#

- Developed a short horror game featuring two interactive houses, ambient sound effects, and enemy AI with adjustable difficulty levels
- Designed and implemented the game's UI, including main menu (Play, Settings, Quit) and functional Settings menu (mute toggle & difficulty selector)
- Integrated gameplay logic where access to the second house unlocks only after collecting all items from the first
- Contributed to an immersive atmosphere with environmental design (rain, fire, eerie forest) and win/lose conditions

