

Shadi Ahmad Shafik Zarea

Full-Stack Software Developer & Mobile Game Engineer

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IELTS Band 6 | Arabic (Native) | English (B2)

PROFESSIONAL SUMMARY

Result-oriented Full-Stack Software Developer with 6+ years of hands-on experience designing, engineering, and deploying production-grade web applications, RESTful APIs, relational database systems, and cross-platform mobile applications. Demonstrated ability to independently architect and deliver complete software products from concept to deployment. Proficient in PHP, JavaScript, MySQL, Flutter/Dart, HTML5/CSS3, and Firebase. Holds 5 years of formal Software Engineering academic training from Yarmouk Private University, Syria.

TECHNICAL SKILLS

Front-End	HTML5, CSS3, Bootstrap Framework, Responsive UI Design
Back-End	PHP (OOP, RESTful API Engineering), JavaScript, AJAX
Databases	MySQL (Relational Schema Design), Google Firebase (NoSQL)
Mobile / Games	Flutter SDK, Dart Language, Flame 2D Engine, Android (Java)
Tools & Platforms	Git / GitHub, Google Play Console, Google AdMob API, MS Teams
Soft Skills	80 WPM typing accuracy, technical documentation, cross-team communication

PROFESSIONAL EXPERIENCE

Founder & Full-Stack Lead Developer — Taweltak Platform

Self-Employed | Damascus, Syria | 2016 – 2020

Independently designed, engineered, and launched *Taweltak*, a production-grade restaurant table-reservation and food-delivery platform. Built two separate native systems: a consumer-facing Android app and a merchant-enterprise web management interface. The backend relational database tracked 400+ registered active users and multiple restaurant partners.

- Engineered full-stack web architecture using HTML5, CSS3, and Bootstrap for a responsive, cross-device UI.
- Programmed secure custom RESTful APIs in PHP to handle all communications between the application layers and MySQL database.
- Implemented JavaScript and AJAX for real-time reservation processing and dynamic data fetching without page reloads.
- Designed and optimized relational MySQL schemas to manage transactions, merchant portfolios, client orders, and scheduling states.
- Operated platform as a cash-subscription/commission business model due to Syrian digital payment infrastructure limitations.

Demo videos: [Consumer App](#) | [Merchant App](#) | [Facebook Page](#)

Customer Service Advisor & In-House Technical Solutions Developer

Concentrix (Microsoft Support) | Cairo, Egypt | 2022 – Present

Primary role: customer support for Microsoft products and services (Microsoft Account, OneDrive, Windows, Xbox). Independently applied TEER 2-level engineering skills to solve critical operational inefficiencies within the department.

Key Technical Achievement: Blind Distribution System

- Independently engineered a secure full-stack web automation tool to replace inefficient manual case distribution via Microsoft Teams messages.
- Built a real-time load-balancing algorithm using JavaScript connected to a live Google Firebase NoSQL cloud database to auto-assign incoming cases.
- Designed a clean administrative UI using HTML5, CSS3, and Bootstrap; deployed live at shadizarea.com/blind_distribution/.
- Eliminated processing latency and ensured perfectly equal workload distribution across all active team agents.

Live tool: shadizarea.com/blind_distribution

Customer Service Agent — Western Union Support

Teleperformance | Cairo, Egypt | 2021 – 2022

- Handled inbound customer support for Western Union: resolving stuck transactions, identity verification, account recovery, and new transaction guidance.
- Operated full-time (9 hours/day) in a high-volume multilingual support environment.

INDEPENDENT SOFTWARE PROJECTS

Independent Mobile Game Engineer — Android Game Publishing

Self-Directed | 2022 – 2023 | Published on Google Play

Engineered, programmed, and published two standalone 2D mobile games for Android using Google's Flutter SDK and Dart language, managing the complete development lifecycle independently.

1. **Zombie Survivor** — Top-down 2D physics survival game

- Implemented asynchronous multi-state sprite sheet animation, audio pipeline mixers, and multi-entity collision detection layers.
- Engineered real-time target path alignment tracking using custom object-oriented component logic.

2. **Ball Removal** — Arcade color-matching casual game

- Developed velocity-based swipe gesture detectors using custom canvas matrices and vector boundary collision logic.
- Optimized lightweight UI rendering for smooth mobile framerates.
- Full open-source codebases with original 2023 timestamps available on GitHub.
- Store listings removed by Google in March 2025 due to identity verification barriers faced by Syrian nationals in Egypt (not a policy violation).

Codebases: [Zombie Survivor](#) | [Ball Removal](#)

EDUCATION

Information Technology — Specialization in Software Engineering (5-Year Enrollment)

Yarmouk Private University | Syria | 2015 – 2020

Completed five years of formal academic training in software architecture, database design, algorithms, and systems engineering. Left Syria in 2021 due to escalating instability prior to formal graduation ceremony; official stamped academic transcripts available.

Automotive & Heavy Machinery Technical Systems Engineering

Damascus University | Syria | 2014 – 2015

General Secondary Certificate — Scientific Track

Arabian Damascus School | Syria | 2013 – 2014

LANGUAGES

Arabic — Native

English — IELTS Band 6 (CEFR B2) | Listening 6.0, Speaking 6.5, Writing 6.0, Reading 5.5