

AHMED ELSHAARAWY

Cairo, Egypt

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PROFESSIONAL SUMMARY

Software Engineer and UPEI Computer Science graduate specializing in scalable web and mobile systems. Proven track record delivering production Laravel, React, and Flutter applications with real-time WebSockets and secure REST APIs.

EDUCATION

University of Prince Edward Island

Graduated May 2026

Bachelor of Science in Computer Science (Specialization in Video Game Programming)

Cairo, Egypt

- Dean's Honour List (2024-2025) | CGPA: 3.6

TECHNICAL SKILLS

- **Languages:** C++, C#, Python, PHP, JavaScript, TypeScript, SQL, Java
- **Frameworks and Engines:** Unreal Engine 5, Unity, Laravel, React, Next.js, Flutter, Tailwind CSS
- **Tools and Platforms:** Git, GitHub, GitLab, Perforce, Firebase, WebSockets, Linux, Hostinger

EXPERIENCE

Jinni Technical Solutions (JTS) | Laravel, React, Next.js, Flutter, WebSockets

July 2026 - Present

Full-Stack Software Engineer Intern

Cairo, Egypt

- Architected full-stack management platforms end-to-end: built domain-driven Laravel APIs, bilingual (Arabic/English RTL) Flutter apps, and React/Next.js admin portals
- Integrated wallet payments, scheduling engines, and live dashboard broadcasting using Laravel Reverb WebSockets with Sanctum authentication
- Implemented test-driven development (Pest, Flutter tests) with automated CI quality checks, OpenAPI schema validation, and deployment pipelines

5CA

July 2024 - September 2024

Gaming Support Intern

Remote - Netherlands

- Audited server logs and telemetry patterns to resolve account compromises and item recovery cases, reducing escalation turnaround to exceed SLA targets

PROJECTS

Mirage – Graduation Project | Unreal Engine 5, C++, Blueprints

February 2026 - April 2026

Lead Game Developer

Cairo, Egypt

- Developed a stealth-puzzle game around **Echo Shift**, an interactive temporal-rewind mechanic spawning decoys to redirect enemy AI patrol routines
- Implemented AI behavior trees for sensory perception alongside motion matching locomotion; led full codebase and asset migration from Unity to UE5

Masquerade Escape (Global Game Jam 2026) | Unity, C#

January 2026

Gameplay Programmer

- Programmed modular puzzle mechanics, UI menus, and event-driven audio within a 48-hour competitive game jam sprint

Day Loop | Flutter, Firebase

August 2025 - Present

Full-Stack Mobile Developer

- Launched a cross-platform task structuring tool using natural language prompt parsing and real-time Firebase Firestore sync across iOS, Android, and Web

HIGHLIGHTS OF QUALIFICATIONS

- Proficient in object-oriented architecture, data structures, and cross-platform software engineering
- Proven ability to rapidly adopt modern frameworks, engines, and protocols under tight production deadlines
- Collaborative team player committed to test-driven development, code quality standards, and agile release practices
- Bilingual: Fluent in English and Arabic (written and spoken)