

# Mazen Naji

Student

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## 👤 PROFILE

Passionate **Software and Gaming Engineer** with a strong foundation in **game development, software engineering, and problem-solving**. Skilled in **programming, game design, and software architecture**, with hands-on experience in developing interactive and optimized applications. A fast learner, adaptable to new technologies, and a team player eager to contribute to innovative projects.

## 🏢 PROFESSIONAL EXPERIENCE

### Xperbot-Web and Mobile Developer Internship

10/2024 – 02/2025

Beirut, Lebanon

- Gained hands-on experience with Git for repository management, branching, merging, and conflict resolution; developed and tested REST APIs using Postman (GET, POST, PUT, DELETE methods) with API authentication.
- Built and managed web applications using Laravel (MVC framework, Eloquent ORM, Blade templating, and database migrations) and created cross-platform mobile applications with Flutter and Dart, implementing responsive UIs and backend integrations.
- Worked extensively with JSON for client-server communication, applied full API development cycles, and consistently utilized the MVC architecture to maintain clean and scalable codebases for both web and mobile projects.

## 🎓 EDUCATION

### Lebanese International University

10/2023 – 06/2026

Bachelor of Science: Computer Science

Beirut, Lebanon

GPA: 3.21/4.00

### Collège du Sacré-Cœur - Frères Gemmayzé

09/2007 – 06/2023

Terminal : Science Générale

Beirut, Lebanon

## 🧠 SKILLS

- Programming Languages: Java, Python, C++, JavaScript, Dart, PHP, HTML/CSS
- Frameworks: Flutter, Laravel
- Software Development: Object-Oriented Programming (OOP), Data Structure and Algorithm (DSA)
- Tools: Netbeans IDE, VS code, Visual Studio
- Databases: SQL, MYSQL
- Version Control : Git/GitHub
- Languages: Arabic(Native), English(Fluent), French(Fluent)
- Engine : Godot

## 🧩 EXTRACURRICULAR ACTIVITIES

### SE Factory- Foundation of Computer Science Bootcamp

05/2025 – present

Beirut, Lebanon

- Developing programming skills in Python covering functions, recursion, sorting/searching algorithms, and object-oriented programming (OOP).
- Building foundational knowledge in web development, including HTML, CSS, JavaScript, PHP, and SQL, to create and manage dynamic web applications.
- Focused on hands-on coding, algorithmic thinking, and full-stack development practices.

### IncuGameCon-Game Development Bootcamp

04/2025 – 05/2025

Beirut, Lebanon

- Completed intensive 3D development training with Godot Engine, covering scripting, game design, level design, environment creation, and lighting.
- Built third-person character controllers, dynamic camera systems, modular level managers, event bus architectures, player state machines, animations, animation trees, and AI behaviors.
- Designed and optimized immersive game worlds for performance, scalability, and engaging gameplay interaction.