

Personal details

 Farah Shaito

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 71270312

 16 July 2003

 Female

 Lebanese

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Skills

Java programming

C# development

Python scripting

Data structures

Problem-solving skills

Object-oriented programming

Languages

Arabic

French

English

Hobbies

- Playing video games
- Creative writing
- Digital illustration (2D)

Computer Science

2021 - 2025

USAL - University Of Sciences And Arts In Lebanon, Ghobeiry

During my university studies, I earned my Bachelor's degree in Computer Science (Computing), where I gained hands-on experience through various projects. My Final Year Project (FYP) was a gardening simulation game developed in Java Mobile, for which I independently designed the sprites and structured the code. I also contributed to web development projects, primarily focusing on UI/UX design, and worked on a .NET C# application, further strengthening my programming skills. Additionally, I explored game development in Unity, where I successfully designed a 3D house model on my own. Through these academic and practical experiences, I developed a strong foundation in software development, problem-solving, and creative design.

Certificates

Game Development & Design Bootcamp

Apr 2025

I participated in an online game development bootcamp focused on the Godot engine, where I developed a solid understanding of game design principles and practical implementation. Throughout the program, I completed three 3D game projects using Godot's scripting language (GDScript), which allowed me to gain hands-on experience in areas such as level design, object interaction, and scene management.

Two Of Us & Techlarious

Aug 2024

I also completed an online internship in web development, where I gained valuable knowledge in technologies such as HTML, CSS, Python, and React.js. The program offered both theoretical and practical experience, allowing me to strengthen my front-end and back-end development skills. As part of the internship, I worked in a team to develop a clothing shop website, which helped me apply what I learned in a real-world project.

Projects

Botaiyaki's Garden (Mobile Project):

A fully developed mobile game created from scratch, showcasing my skills in idea generation, game design, and programming. Built using Android Studio, the project features detailed custom sprites representing multiple flower growth stages and hand-designed backgrounds. This is my most polished and in-depth project to date.

Flower Shop Web App (ASP.NET MVC):

A functional web application developed using ASP.NET MVC, focusing on backend logic and data handling. While the design is minimal, the core features are well-implemented, including inventory management, product listings, and user interactions.

Flower Shop Website (PHP & HTML/CSS):

A visually appealing website built with PHP, featuring user authentication and responsive UI. Strong emphasis was placed on front-end design and user experience, resulting in a clean and modern interface.