

SHEHAB SAAD

Software Developer · Computer Science Student · Game Developer · Front-End Developer · 3D Designer

Portfolio: shehabs.netlify.app

GitHub: github.com/shehabsaad71

LinkedIn: Shehab Saad

Software Developer and Computer Science student at Arizona State University (ASU) with hands-on experience building web applications, multiplayer games, mobile apps, interactive digital experiences, and 3D assets. Adept across front-end engineering, UI/UX design, game physics, and 3D modeling. Passionate about transforming concepts into end-to-end digital products with polished visual aesthetics and strong technical foundations.

FEATURED PROJECTS

LAMMA — Arabic Party Games App (Mobile & Web)

- Designed and engineered a unified multi-game social platform featuring offline local multiplayer.
- Implemented Arabic RTL interfaces, persistent player state (LocalStorage), and Capacitor mobile packaging.
- Includes 13 interactive games (Mafia, Spy, Fastest Answer, Without Words, 30 Challenge, etc.).

MyPortfolio — Interactive Developer Portfolio

- Built a futuristic portfolio platform with theme switching (Light/Dark), full RTL/LTR internationalization.
- Integrated interactive 3D model presentations, dynamic project filtering, and certificate viewers.

Readly — PDF Reader & Text-to-Speech Engine

- Developed an editorial reading app integrating live Text-to-Speech synthesis and document navigation.
- Prioritized web accessibility, customized playback controls, and adaptive reading themes.

Pixel Kick — 2-Player Arcade Football Game

- Programmed custom 2D ball/player physics, collision dynamics, and shared-device mobile landscape controls.
- Created fast-paced arcade gameplay mechanics incorporating high/low kicks and tackling.

CyberFlip — Futuristic Endless Runner

- Engineered reflex-driven endless runner mechanics with scaling difficulty curves and local high-score tracking.
- Automated continuous build and delivery deployment pipelines via GitHub Actions.

Throne of Shadows & Football Simulator — Game Engine Mechanics

- Designed tactical RPG battle logic, branching narratives, and team-control match mechanics.

Web Utilities & Conceptual Apps

- **EmoGo:** Instant emoji library with search, category filtering, and one-click clipboard copying.
- **Azem Alquran:** Islamic web experience designed for enhanced Arabic typography & readability.
- **Ennabi Grill & Shehab Shop:** E-commerce and restaurant concepts focused on high conversion UI.

RESEARCH & ACADEMIC WORK

Ant Algorithms in Automatic Visual Design

Researched the application of ant colony optimization algorithms for automated pattern generation. Experienced in LaTeX typesetting, academic research, and computer science education.

EDUCATION

B.S. in Computer Science

Arizona State University (ASU)

- Algorithms & Problem Solving
- Software Engineering Fundamentals
- Web & Interactive Systems

TECHNICAL SKILLS

Languages

JavaScript, TypeScript, Python, C, C++, C#, Lua, GDScript, SQL, HTML5, CSS3

Web & Front-End

Node.js, Bootstrap, Tailwind CSS, PHP, Responsive Design, RTL Layouts, LocalStorage, Web APIs

Game Development

Unity, Godot, 2D/3D Gameplay Programming, Game Physics, Collision Systems, Multiplayer Controls

3D & Design

Blender (Modeling, Texturing, Animation), UI/UX Design, Interactive 3D Web Presentation

Tools & Databases

Git, GitHub Actions, MySQL, PostgreSQL, SQLite, HSQLDB, LaTeX, Capacitor, CI/CD

CERTIFICATIONS

CS50: Computer Science

Harvard University

Minecraft: Code with Python

Microsoft

Technology & Digital Skills

Google

LANGUAGES

Arabic: Native

English: Fluent (Academic & Professional)

CORE COMPETENCIES

Full-Stack Front-End · Rapid Prototyping · Creative Technology · Product-Oriented Thinking · Cross-Disciplinary Development