

Moaz khaled

Software Engineer | Laravel Developer | Full Stack

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 **Email:** mo3az.khalid.2003@gmail.com

 **Portfolio:** my-portfolio-mo3az.vercel.app/

 **LinkedIn:** linkedin.com/in/moaz-khaled/

 **Codeforces:** codeforces.com/profile/Mo3az.khaled

 **GitHub:** github.com/moaz-khaled

 **LeetCode:** leetcode.com/u/RufDjeKxVU/

Summary

Software Engineer with strong experience in full-stack web development using Laravel and React.

Skilled in building scalable, clean, and maintainable systems with a solid foundation in problem-solving through competitive programming.

Passionate about clean architecture, performance, and continuous learning.

Technical Skills

Programming Languages: C, C++, Java, Python, F#, PHP, JS

Back-end:

- **Laravel (Eloquent ORM, Middleware, Blade Templates, Livewire)**
- **RESTful API Development**
- **Authentication & Authorization (Laravel Sanctum/Passport, Custom JWT Auth)**
- **Email Handling & Notifications**
- **Basic Knowledge of Queues (Job/Queue Management)**
- **Database Design & Optimization**

Front-end: Html, CSS, Sass, bootstrap, Tailwind, JS, React

Database: SQL, Sq-lite

Tools & Platforms: Git, GitHub, Unity (2D, 3D)

Problem Solving: Competitive Programming (Specialist @Codeforces)

Soft Skills

- **Communication Skills, Time Management, Work Under Pressure, Team Leadership**
- **Fast Learner, Problem Solving**

Education

- **Bachelor's Degree in Computer Science** – Helwan University | GPA: 3.25 Sep 2022 – Jun 2026
 - Participated in **ECPC (Egyptian Collegiate Programming Contest)**. July 2024
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Projects

[Silvera – Full-Stack E-Commerce Platform](#)

Developed a full-featured e-commerce platform using Laravel 12 & Vue.js with JWT authentication, product management with image galleries, intelligent shopping cart, and complete order processing with email notifications. Built role-based admin dashboard, responsive UI with Tailwind CSS, and scalable RESTful API with custom middleware for security.

[Poison Clash \(2D Game Unity\)](#)

A challenging 2D game where players collect keys and battle monsters while managing chaotic potion effects that flip the camera, reverse controls, alter speed, and modify health. Built with Unity & C#.

[Haunted Manor \(3D Game Unity\)](#)

A first-person horror exploration game set in a mysterious mansion. Players must find the cursed book before time runs out, while avoiding wandering ghosts, shadows, and other supernatural surprises. The book's location changes, adding a challenging twist to the adventure.

[Bank System\(Desktop App\)](#)

Advanced ATM Banking System (Desktop App): Java-based ATM simulation with multi-threaded transaction processing, secure authentication, and MySQL database integration

Languages

- **Arabic** – Native
- **English** – Good