

Saed El Dine Rajab

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EXPERIENCE

INSIGN | Full-Stack Software Engineer

12 2019 – Present | Marzling, Germany

- Developed an electronic signature solution.
- Developed & maintained backend (Java, Spring, REST APIs, Hibernate, Unit-Tests, Docker, Maven, Jenkins).
- Developed & maintained frontend with vanilla HTML, CSS, JavaScript.
- Developed & maintained the iOS and Android app.
- Optimized relational databases (MySQL, PostgreSQL, ...)
- Applied security best practices to address the mitigation of XSS & other vulnerabilities.
- Managed tasks & documentation (Jira, Confluence, Kanban).
- inSign was officially part of IS2 AG.

TECHTIVE GAMES | Founding Member

12 2020 – 01 2024 | Munich, Germany

- Coordinated with a team to develop a game using Unreal Engine 4 & 5.
- Worked as a Scrum Master ensuring team collaboration and timely delivery of key features through agile practices.
- Contributed to the release of Ardem on Steam.

FACEBOOK DEVELOPER CIRCLES | Mentor

01 2018 – 01 2022 | Various Locations/Remote

- Mentored game development and design using Unreal Engine.
- Mentored Website development.
- Contributed to the free open source community.

VIOND | Full Stack & VR Software Engineer

02 2019 – 10 2019 | Munich, Germany

- Worked on VRdirect's WebVR player.
- Developed Web applications.

VISTORY | Jr. Software Engineer

01 2017 – 01 2019 | Paris, France

- Developed mobile and Web application.
- Augmented/Virtual Reality development.
- Developed PC Application.

AWARDS & CERTIFICATES

- CISCO CCNA Routing and Switching
- CISCO CCNA Security
- CompTIA A+
- Medientage München Hackathon 2019 Best Validation Award
- Microsoft Imagine Cup 2018 Finals Qualifier
- Facebook Developers Circles Recognition Award
- Virtual Reality Development at Google GDG Dev Festival Beirut
- Global Editors Network Hackathon
- ASAP Web Interface Competition
- Bank Audi - AUST Entrepreneurship Competition
- LCPC Programming Competition
- CISCO NetRiders competition 2016 (Middle East)

EDUCATION

AMERICAN UNIVERSITY OF SCIENCE & TECHNOLOGY

Bachelor of Science in Computer Science 2014 - 2018

- Thesis: Developed an interactive social learning application called OASIS VR designed for students, teachers, and parents to engage in a new virtual world with diverse environments and tools.

HOCHSCHULE LANDSHUT

Certifications 2022 | 2023

- Scrum Master - Agile Transformation in kleinen und mittleren Unternehmen (in German Language)
- IT Security (in German Language)

LANGUAGES

- English (Fluent)
- German (Work Proficiency)
- French (Intermediate)

SKILLS

PROGRAMMING

Java • Python • C++ • Objective C

WEB DEVELOPMENT

Spring Boot • JavaScript • TypeScript • NodeJS • NextJS • ReactJS • HTML • CSS • Maven • Hibernate • Gradle

DATABASE MANAGEMENT

SQL • MySQL • PostgreSQL • MongoDB

TOOLS & IDE

Jira • Jenkins • Docker • Graylog • Git • GitLab • Apache Tomcat • Digital Ocean • JUnit • Selenium • OWASP ZAP • Postman • IntelliJ • Eclipse • Visual Studio & Code • Xcode • Android Studio • Unreal Engine 5 • VMware • VirtualBox

SCRUM MASTER

Proficient in Agile methodology

IT

PC Maintenance (assembling, configuring, optimizing) • Network configuration & security

LINKS

Portfolio:// saedrajab.com

LinkedIn:// saedeldinerajab