

Education

B.Sc. in Software Engineering
Koya University 2021–2025

Experience

Full-Stack Developer (Junior)
Lezzoo – Erbil, Iraq
June 2024 – May 2025 (1 year)

Worked as a full-stack developer building real-time multiplayer web system using modern web technologies, experienced in both front-end and back-end development with a focus on logic and real-time interactions.

Key Responsibilities & Technologies:

- Developed multiplayer online software using React.js, Node.js and Socket.IO.
- Designed responsive UIs with Tailwind CSS and smooth animations using Framer Motion and Anime.js.
- Built real time matchmaking systems and turn based logic for online players using Socket.io.
- Collaborated with a team to deploy scalable features and handle game state and reconnections.
- Implemented backend logic and Restful API to manage game sessions and player data
- Worked in an Agile team while studying in university (4th year).

Side Projects

Flutter SQL Learning App

A mobile learning platform to teach SQL interactively through Flutter and SQLite.

- embedded SQLite database to teach SQL through interactive lectures and quizzes.
- Implemented a clean, user-friendly UI
- Added social media integration allowing users to create posts with firebase
- Designed educational content and quiz logic.

[Demo](#)

FRONTEND

ReactJs, CSS, Tailwind,
AnimeJs, Framer-motion,
Redux, Flutter

BACKEND

Node.js, Express.js,
Redis

OTHER TOOLS:

Git, Postman, Socket.IO, Unity,
Vercel

LANGUAGES

- **English** Proficient
- **Kurdish** Native

GitHub

github.com/roodyridar2