

# DANIEL FAHMY

Frontend / Full-Stack Software Developer

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## EDUCATION & EXPERIENCE

College of Staten Island, City University of New York (CUNY)

Bachelor of Science in Computer Science | GPA: 3.34

May 2025

**Fellow (CUNY Tech Prep)** New York, NY

June 2023 – December 2023

- Selected for a competitive full-stack software development fellowship across 11 CUNY colleges
- Built and deployed web applications using React, Node.js, Express, and PostgreSQL
- Applied industry best practices including MVC architecture, RESTful APIs, Git/GitHub version control, and Agile/Scrum workflows
- Collaborated in team-based projects using Trello and Slack with weekly code reviews

**IT Specialist (ICPcorp / GreenKey Resources)** Staten Island, NY

September 2025 – February 2026

- Supported enterprise device deployment, system imaging, and hardware configuration at scale
- Collaborated with technical teams to provision user accounts, configure systems, and prepare devices for production use
- Applied structured troubleshooting workflows to resolve hardware and system issues efficiently
- Maintained accurate inventory tracking and documentation for deployed systems

**Shift Lead (Popeyes Louisiana Kitchen)** Staten Island, NY

May 2022 – May 2023

- Led daily operations and team coordination in a fast-paced environment
- Trained new employees and resolved customer issues efficiently

## PROJECTS

### Holidays API Web App

HTML, CSS, JavaScript, Bootstrap, REST API | Nov 2024 – Dec 2024

- Built a responsive web application that fetches and dynamically displays holiday data from a REST API
- Implemented boolean-based filtering for nationwide vs. regional holidays using JavaScript
- Designed a clean, user-friendly interface using Bootstrap and custom CSS

[GitHub](#) | [Live Demo](#)

### Tetris Game – UI & Interaction Design (Team Project)

Java, JavaFX | Apr 2023 – May 2023

- Designed and implemented the game UI, main menu, animations, and visual effects using JavaFX
- Integrated background music and sound effects for immersive gameplay
- Collaborated in a 3-person team to deliver a complete desktop application

[GitHub](#) | [Video Demo](#)

### Untitled Shooting Game – CUNY Tech Prep Arts & Tech Hackathon (Team Project)

HTML, CSS | August 2023

- Built the frontend layout and UI framework for a team-based browser game using HTML and CSS

[GitHub](#) | [Live Demo](#) | [Dev Post](#)

## RELEVANT COURSEWORK

Data Structures, Object-Oriented Design, Operating Systems, Web Development, Databases, Computers, Networking & Security, Data Science, Computer Architecture, Machine Learning, Artificial Intelligence

## TECHNICAL SKILLS

**Programming:** JavaScript, HTML5, CSS3, React, Node.js, Express, MySQL, MongoDB, Java, Python, C++, C, MATLAB

**Developer Tools:** Microsoft 365, Windows, MacOS, Active Directory, GitHub/Git, VsCode, Visual Studios, Eclipse, SQL

**Spoken Languages:** Arabic (Fluent)

## ASSOCIATIONS & INTERESTS

ColorStack Club, College of Staten Island

March 2023 – December 2024