

ANTHONY ZAATAR

Software Engineer | QA Automation | Game Developer

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PROFESSIONAL SUMMARY

Results-driven Software Engineer with 5+ years of experience spanning QA automation, backend development, and game development. Proven track record of shipping consumer-grade software with 10,000+ downloads on the Google Play Store and delivering enterprise-level automation solutions at scale. Adept at working across the full stack — from cloud data pipelines (Azure, Databricks) to real-time AI-integrated applications using OpenAI. Passionate about leveraging emerging technologies including Generative AI, AR/VR, and intelligent systems to build impactful, high-quality products.

PROFESSIONAL EXPERIENCE

Exadel — ABC Fitness (Insights Team)

QA Automation Engineer (Data & Cloud Infrastructure)

April 2025 – Present
Remote | Walnut Creek, CA

- Architected and implemented a comprehensive automated test suite targeting data integrity across distributed databases, enabling real-time detection of discrepancies and significantly improving system reliability and trust in data pipelines.
- Built a self-healing persistent reconciliation layer using Azure Data Factory to automatically detect and resolve row-level mismatches between MySQL and Azure Synapse — reducing manual intervention, cutting error rates, and eliminating test failures caused by stale data.
- Led database migration efforts, transferring stored procedures, tables, and schema objects from Azure Synapse to Databricks, accelerating the organization's shift toward a modern, scalable data infrastructure.
- Collaborated cross-functionally with data engineers and product stakeholders to align QA strategies with business requirements, ensuring high-quality deliverables on tight timelines.

AZ Interactive Studios (Independent Studio)

Founder & Lead Game Developer

2019 – Present
Houston, TX

- Designed, developed, and published "WW2 Fighter", an Android 2D mobile game that achieved 10,000+ downloads on the Google Play Store — handling the complete development lifecycle including physics (2D collisions, Vector2), Enemy AI, Particle Systems, Level Design, and UI/UX.
- Built and launched "WW2 Defense", a second Android title with 1,000+ downloads, demonstrating consistent ability to ship polished consumer products end-to-end.
- Engineered "Folgan", a full-scale 3D open-world RPG for PC, incorporating advanced systems including 3D collisions, character animations, procedural enemy AI, narrative storytelling, and environment design using 3ds Max.
- Developed an AI-powered 3D third-person shooter integrating OpenAI's Generative AI — enabling NPCs to reason independently, engage in real-time dynamic dialogue, and respond to player commands, pushing the boundary of interactive game AI.
- Published "Detective Bureau" on Steam — a puzzle detective game featuring Generative AI for dynamic clue generation, adaptive dialogue, and non-linear investigations, demonstrating commercial-grade AI integration in gaming.

ENTR

Backend Developer (Intern)

June 2023 – August 2023
Remote | Austin, TX

- Designed and shipped a full User API from scratch, improving user data management and laying the groundwork for a scalable, maintainable backend architecture.
- Implemented an invitation management system using SendGrid and FastAPI, enabling streamlined user onboarding workflows with secure, token-based email invitations.
- Drove adoption of hexagonal (ports and adapters) architecture principles and spearheaded the migration of the Invitation API, establishing a reusable blueprint for future backend refactoring.
- Deepened expertise in Domain-Driven Design, RESTful API standards, and authentication mechanisms — contributing to more secure, modular, and scalable application design.

TECHNICAL SKILLS

Languages: C#, C++, Python, Java, TypeScript, JavaScript, SQL, PHP, HTML, CSS

Cloud & Data: Azure Data Factory, Azure Synapse, Azure Databricks, SSMS, AWS, Docker

Frameworks & Tools: FastAPI, Django, Angular, Unity Engine, Unreal Engine, Visual Studio, Git

AI & Creative: OpenAI API (Generative AI), Adobe Photoshop, Adobe Illustrator, Autodesk 3ds Max

QA & Testing: Test Automation, Data Reconciliation, Database Migration, CI/CD Pipelines

Languages (Fluent): English, French, Arabic

EDUCATION

Lebanese American University (LAU)

2019 – 2024

Bachelor of Engineering — Computer Engineering

Byblos, Lebanon

- Active member of the IEEE Student Branch — the world's largest technical professional organization, advancing technology for the benefit of humanity.
- Coursework included: Data Structures & Algorithms, Operating Systems, Computer Networks, Embedded Systems, Software Engineering, Digital Signal Processing.

KEY PROJECTS & ACHIEVEMENTS

- 10,000+ Google Play downloads — independently marketed, shipped, and maintained mobile game with no team or external funding.
- Steam Commercial Release — published a PC detective game with Generative AI integration, reaching a global PC gaming audience.
- OpenAI-Powered Game AI — one of the early adopters of LLM-driven NPC dialogue systems in indie game development, enabling real-time conversational gameplay.
- Enterprise Data Automation — reduced data mismatch error rates across multi-database systems at ABC Fitness through self-healing pipeline architecture.

INTERESTS

Game Design & Development | Artificial Intelligence | Data Engineering | Software Applications | Virtual & Augmented Reality | Open Source | Bodybuilding