

Bahaaeddine Ramlawi

Computer and Communication Engineer

📞

961 78 817895

📍

Saida, Lebanon

✉

bahaaeddineramlawi@gmail.com

🌐

github.com/BahaaeddineRamlawi

🌐

Bahaaeddine Ramlawi

◆ SKILLS

Programming Languages:

Python

C/C++

Java

JavaScript

SQL

PHP

Scala

Technical Knowledge:

Design Patterns, Data Structures, Web Development (React and classic web stack), Artificial Intelligence, Machine Learning, Advanced Database.

◆ EDUCATION

Saint Joseph de L'apparition Saida (SJA)

Baccalaureate - General Sciences (SG)

Saint Joseph University (USJ)

Computer and Communication Engineer - Software

2009 - 2020

2020 - 2025

◆ EXPERIENCE

Internship at USJ-ESIB in CIMTI (1 months)

Developed a machine learning model using satellite and historical data to monitor and predict snow cover in Lebanon's mountains.

Internship at Hôtel Dieu de France University Medical Center (2 months)

Built an AI-based recommendation system using NLP to extract insights from colonoscopy reports, and developed a mobile app to assess prep readiness via image-based ML analysis.

Internship at "Laptop Saida" (3 months)

Applied self-taught web development skills to build responsive websites using HTML, CSS, JavaScript, and PHP, collaborating on feature design and performance optimization.

August 2024

June - July 2024

June - August 2023

◆ SPECIAL ACHIEVEMENT

Microsoft Power Platform - Trophy

Created a machine ordering app with Power Apps - Workshop

November 2023

◆ PROJECTS

FYP in collaboration with CME: AI-powered chatbot salesman for product discovery and customer engagement

Built an AI-powered e-commerce chatbot for real-time product discovery, personalized recommendations, and customer engagement using RAG and vector search.

MDP: Automated Class Attendance System with Image Processing and AI Integration

Revolutionize classroom attendance tracking with our innovative facial recognition system, comprising a mobile app for students and professors, and a user-friendly web interface for administrators.

Gesture-Driven Game Control Using Machine Learning

A machine learning-based system that translates hand gestures into game actions, enabling intuitive, hands-free gameplay.It uses a trained model to recognize gestures and trigger moves.

January - May 2025

February - April 2024

April 2024

◆ PUBLICATIONS

Authors: Bahaaeddine Ramlawi, Hadi Fouani, Yehya Hatoum, Ray Bou Assy, Tina Yaacoub, Chantal Hajjar

"Automated Class Attendance System Using Image Processing and AI Integration"

Proceedings of the 2024 International Conference on Applications in Electronics Pervading Industry, Environment, and Society (ApplePies 2024), Beirut, Lebanon, September 2024.

◆ LANGUAGES

Arabic

Native

English

Fluent

French

Fluent