

Christian Bakhit

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OBJECTIVE

Dedicated Computer Science Undergraduate with two years of experience on a multitude of teams developing services for the greater community. Specialized in developing software for providing information to specialized groups. My long-term goal is twofold, to construct Artificial Intelligence to aid the average homeowner with menial tasks, and help design medical tools for hospital use.

EDUCATION

Johns Hopkins University

Bachelor of Science

Computer Science, Applied Math and Statistics

Minor: Robotics, Computer-Integrated Surgery

Baltimore, MD | 2020 - Current

Expected 05/2024

EXPERIENCE

DELINEO MODELING PROJECT

Student Leader

Remote

January 2021 - Present

- Created the AnyTown simulation, a visual for COVID19 leveraging Unity, C#, and React
- Manage a team of Computer Science students to implement Agile Project Management
- Presented Delineo in research conferences to obtain publicity and broaden public's knowledge of challenges facing epidemiology today
- Led design of the Delineo Website with the Fullstack team, implementing the MERN stack to enhance user experience of operating the Delineo simulation
- Facilitated communication with Microsoft Research and tested a COVID-19 dashboard on Azure Kubernetes

SOUTHERN COPTIC DIOCESE PROJECT

Developer

Remote

June 2021 - November 2021

- Invented an application to present a database of information for minors using Flutter
- Worked with a team of professionals to perform Agile Project Management
- Developed a PDF viewer converts raw information into a user accessible format

HOPMC

Head Developer

Baltimore, MD

August 2020 - Present

- Created and maintain a Minecraft Server deployment deploying a Virtual Machine using Microsoft Azure
- Led a development team to store server files using MongoDB and Windows File Explorer
- Delivered constant updates to respond to data breaches such as the Log4j vulnerability

SKILLS

- English (Native), Arabic (Basic)
- Coding Languages: Java, Python, C#, C++, C, JavaScript, x86 - 64 Assembly
- Development Frameworks: Flutter, React
- IT Knowledge: File Systems, Server Deployment, and Management
- Content Creation: Microsoft Office, Adobe Creative Suite, OBS, Android Studio, and Unity
- Project Methodologies: Agile, Waterfall

PROJECTS

PERSONAL PROJECT

Discord Server Bot (Python)

August 2021 - Present

- Constructed a Server Bot and was connected to the Discord API and allow users to operate commonly operated commands
- Devised bot takes in user input and responds appropriately; reporting diagnostic information when requested
- Utilized by students interested in Quiz Bowl competitions; reading a CSV of data and creates questions for students

PERSONAL PROJECT

Jarvis Project

October 2021 - Present

- Speech AI takes in voice commands and responds with information such as weather and task creation
- Planned to work with home systems such as Ring and Philips Hue to control home systems
- Developed a new design aims to leverage pre-existing infrastructure and serve users with information about large data breaches and website outages

PERSONAL PROJECT

Personal Website

March 2022 - Present

- Devised a personal website deploying React and JavaScript

INTERESTS

- Building Computers, Tennis, Cooking, Baking, and Hiking