Fouad Dahouk
Computer Science Graduate | Passionate About Software Development & Problem Solving

Motivated and driven computer science student with a strong passion for software development. Eager to tackle challenges and quickly adapt to new technologies and concepts. Seeking opportunities to contribute to innovative projects while expanding expertise in the field of computer science.

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📍 Beirut, Lebanon

in linkedin.com/in/fouad-dahouk-867187250

◯ github.com/Fouad-Dahouk

SKILLS

Java JavaScript

C CSS HTML

PHP PL/SQL

LANGUAGES

Arabic
Native or Bilingual Proficiency

English
Native or Bilingual Proficiency

French
Full Professional Proficiency

INTERESTS

Chess

Web-developement

EDUCATION

Bachelor of Computer Science
ISSAE Cnam Liban
09/2021 - 09/2024   *Beirut - Lebanon*

Core Curriculum
42-Beirut
06/2024 - Present   *Beirut -Lebanon*

PERSONAL PROJECTS

Minishell (08/2024 - 09/2024)
- Developed a custom Unix-like shell in C, mimicking Bash functionality by implementing command parsing, execution with pipes, signal handling, redirection, and built-in functions like echo, cd, and pwd. Gained experience in low-level system programming and process management.

University Exam Management System (05/2023 - 06/2023)
- Developed a Java-based system for managing university exams, grading, and results. The application includes interfaces for data entry, student exam-taking, grading by correctors, and viewing detailed results. Built with Java Swing, OOP principles, and the MVC pattern, the project enhanced my skills in GUI development, data filtering, and data handling.

Pet Adoption Platform (06/2023 - 07/2023)
- Built a pet adoption website featuring a services page, an e-commerce shop for pet products, and an adoption section. Used HTML, CSS, JavaScript, PHP, and SQL for full-stack development. Enhanced skills in web development, including UI design, dynamic functionality, and database management.

Simon Says Game (03/2023)
- Created a Simon Says game as a web application using HTML, CSS, and JavaScript. Developed the game's interactive features and visual design to provide an engaging user experience. Gained skills in front-end development and event handling .

Cub3d (02/2025 - 03/2025)
- Created a Wolfenstein-style 3D game engine from scratch in C using raycasting algorithms , featuring real-time rendering, collision detection, and interactive map navigation. Integrated texture mapping, lighting effects, and keyboard/mouse controls for seamless gameplay. Gained pratical experience in 3D graphics programming and performance optimization.