GEORGES MANSOUR

COMPUTER ENGINEER

CONTACT

✉ mansour.georges1515@gmail.com

SKILLS

Programming Languages: Java, C++, Visual Basic, Python

Web Development: HTML, CSS, JavaScript, PHP, MySQL, React.js

Mobile Development: React Native, Flutter

Backend Development: Node.js

Frameworks: XAML, .NET

Database: MySQL, Microsoft SQL Server

Tools/ Version Control: Git, Figma

EDUCATION

Bachelor of Engineering in Computer Engineering

Holy Spirit University of Kaslik - USEK

Relevant Coursework: Data Structures, Algorithms, Object-Oriented Programming, Software Engineering, Database Management Systems, Mobile development, Operating Systems

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LANGUAGES

English: Fluent

French: Advanced

Arabic: Native

PROFILE

A motivated and detail-oriented computer engineering student with a strong foundation in programming languages such as Java, C++, and SQL with experience developing scalable software solutions. Adept at enhancing system performance and functionality, with a proven ability to adapt to new challenges and learn emerging technologies. Currently seeking opportunities to contribute to innovative, high-impact projects in dynamic environments.

EXPERIENCE

Software Developer (Internship and Current Role)
Oracom | Internship: April 2024 - June 2024 (3months)
Current role: July 2024 - Present

- Enhanced the Hospital Information System (HIS) using VB.NET and WPF, integrating Microsoft SQL Server for seamless data management.

- Optimized system performance and collaborated with the team to implement new features.

ACADEMIC PROJECTS

- Enhanced a class research project by creating a customizable syllabus interface using HTML, CSS, and JavaScript.

- Developed an online quiz platform with interactive features using HTML, CSS, JavaScript, PHP, and MySQL. Implemented secure user authentication and database connectivity for a dynamic user experience.

CERITIFICATES

UI/UX Design Bootcamp
Simplilearn (Completed November 2024)

- Gaining expertise in user interface (UI) and user experience (UX) design principles, wireframing, prototyping, and usability testing.