Hassane Jaber

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https://github.com/HassaneJaber

Skills

Programming Languages
Java, Python, Html, CSS, Javascript

Languages
Arabic | English | French

Education

BE - Computer Engineering, *Lebanese American University* 2023 Jan – present
Clubs: Google Developer Student Byblos, Lebanon

French Baccalaureate - Scientific Baccalaureat, *Lycee Abdel Kader* 2007 Sep – 2022 Jun

Extra-curricular and Volunteering Activities

Member in the IEEE - Institute of Electrical and Electronics Engineers 2023 – present

Member of the Lions Beirut Midwest- Volunteering Organization 2020 – present

Projects

Java Snakes and Ladders App:
Developed a two-player Snake and Ladder application using Java GUI. The application features a dynamic game board, a dice for player movement, and an interactive interface for a seamless gaming experience. Implemented object-oriented design principles to create a modular and maintainable codebase.

Trivia Game
Designed and implemented a Java-based Trivia Game that engages users with a set of 10 questions in each round. The game dynamically selects questions from a pool of 30, ensuring variety and unpredictability. Utilized Java to handle game logic, user input, and question management. Demonstrated problem-solving skills by implementing efficient question randomization.

To-Do List Application
Created a To-Do List application in Java to help users manage tasks efficiently. The application allows users to add, remove, and display tasks with a user-friendly console interface. Demonstrated proficiency in Java programming and basic user interaction design.

Relevant Courses

COE 201: This course covers word processing, spreadsheet, presentation software, internet, e-mail, database, and web design.
COE 211: This course covers a high-level programming language syntax, structured programming, basic constructs, arrays, object programming, case studies, and projects tailored towards solving engineering and mathematically-oriented problems.
COE 312: This course covers the programming principles, stacks and recursion, queues, lists, searching, and sorting algorithms, binary trees, graphs, and object-oriented programming concepts.