

Jad Sbaï

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EDUCATION

KCL, King's College London

Expected graduation date: 2023

- Bachelor's Degree in Computer Science
- 90% first year overall grade
- First Year modules: Programming Practice and Applications, Data Structures, Database Systems, Introduction to Software Engineering, Foundations of Computing, Elementary Logic with Applications
- Second Year modules: Foundations of Computing 2, Internet Systems, Practical experiences of Programming, Introduction to Artificial Intelligence, Operating Systems and Concurrency, Programming Language Design Paradigms, Software Engineering Group Project

Lycée Privé Saint Adrien (Lille, France)

September 2017 – July 2020

- Successful candidate at 8 of the Best French preparatory schools in Paris: among them, Lycee Stanislas, Lycee Saint Genevieve and Lycee Louis-Legrand
- French Baccalaureate in Sciences with Highest Honours (20.24/20, mention Très Bien)
- Top graduate of the year (over 240 students)
- Awarded Grade B in the Cambridge Certificate in Advanced English (Council of Europe Level C1)
- Awarded Highest Honours in the DELE (Diploma de Español como Lengua Extranjera) Level B2

PROGRAMMING EXPERIENCE

University Coding Competition

- I participated in a HackerRank coding competition involving around 80 people from my promotion. I was qualified to the final round and ranked 17 at the end. We coded in Java to solve problems of varying difficulty (encryption, pattern matching, string manipulation, pigeonhole problems...).

Currently developing a cross-platform mobile application

- As part of a team, I am building an app which purpose is to estimate the price of any product you're looking to buy or sell. We are using ReactNative as a front-end framework and MongoDB for the back end. Second phase of development is completed (App designs) and we are developing the application's front-end.

Built an Airbnb-like application

- Using SceneBuilder with JavaFX, we implemented, as a group of 4, an Airbnb-like app with the possibility to search for properties, book them and create an account as well as use it. Use of the singleton and Model-View-Controller patterns. Use of the JUnit testing framework to write a complete test class.

Implementation of a simulated environment

- Implemented a simulated food chain environment with predators, preys and plants, which also took into account factors such as diseases, mating patterns and the weather. Extensive use of inheritance.

Developed a text-based adventure game

- Built a dungeon-like game with XP levels, item rarity as well as friendly/enemy NPCs with which it is possible to interact. The goal is to defeat the final boss located at the last level of the dungeon. Applied the best practices: high cohesion, loose coupling, responsibility-driven development etc

OTHER

Languages: Fluent in English; Native in French; Conversational in Spanish

Tech Skills: Java/C++/Python/SQL/ HTML/CSS: Intermediate; JavaScript/React/ReactNative: Basic.

Other Skills: Algorithm design, complexity analysis, requirements analysis and application of design patterns, complex problem solving, peer programming, teamwork and team management, Software Development Cycle, Software Design, Agile Development.

Interest(s): Competitive show jumping: competed in several National and International shows in France and Belgium.

