



# KERLOUS SOLIMAN

Keyport, New Jersey

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## Education

**New Jersey Institute of Technology (NJIT)**

*Bachelor of Science in Computer Science*

**Newark, NJ**

*May 2027*

**GPA:** 3.68/4.00

**Relevant Coursework:** Introduction to Data Science, Introduction to Game Development, Data Structures & Algorithms, Programming Language Concepts

## Technical Skills

**Programming Languages:** Python, Java, C++, C#, HTML, CSS, JavaScript

**AI/ML Tools:** Scikit-learn, NumPy, Pandas, Matplotlib, Jupyter Notebook, Google Colab

**Frameworks/Technologies:** Node.js, React.js, JavaFX

**Developer Tools:** VS Code, Git, GitHub, AWS S3

## Projects

**Library Web App (Desert Seeker)** | *Node.js, Express, MongoDB, EJS, AWS S3, FilePond, Render*

- Developed a full-stack book catalog and author management web app with Node.js/Express and MongoDB Atlas, enabling users to create, search, and manage records with file uploads for book covers and PDF documents via AWS S3
- Improved maintainability and scalability by modularizing EJS views and deploying to Render; infrastructure now supports integration of future features such as user authentication, Google Books API, and advanced file storage

**SADAL-Like Language Interpreter** | *C++*

- Developed a full interpreter for a Simple ADA like language including lexical analysis, recursive-descent parsing, semantic analysis and runtime evaluation from scratch
- Boosted reliability and execution stability by achieving over 95% unit test coverage and reducing semantic and parsing errors by 80% through defensive error handling and modular architecture.

**Curse of the Pharaoh — Unity 3D Game** | *C#, Unity, Itch.io*

- Designed and developed a multi-level first-person puzzle-adventure set in an ancient tomb, combining maze traversal, raycasting logic, interactive pickups, and atmospheric design to create a compelling player experience.
- Built AI behaviors using Unity's NavMesh and Finite State Mechanics for patrol, chase, and attack states; released to Itch.io for playtesting and iterated feedback to improve balance and engagement.

## Work Experience

**ESS**

*Substitute Teacher*

**Matawan, NJ**

*April 2025 – Present*

- Led instruction across multiple grade levels with minimal prep time, ensuring classroom continuity and student engagement.
- Simplified complex topics in real-time, strengthening communication and adaptability in dynamic environments.

**Domino's**

*Delivery Driver*

**Cliffwood, NJ**

*December 2023 – March 2025*

- Delivered orders efficiently, optimized routes, and maintained punctuality
- Demonstrated reliability and consistent task execution with minimal supervision

**Kumon**

*Early Learner Assistant*

**Hazlet, NJ**

*January 2023 – June 2023*

- Guided young students through learning tasks with clarity and patience
- Reviewed and graded assignments with precision, reinforcing attention to detail and accuracy.

## Leadership / Extracurricular

**Saint Mina's Coptic Orthodox Church**

*Sunday School & Hymns Class Lead Teacher*

**Holmdel, NJ**

*September 2022 – Present*

- Led interactive lessons for ages 4–16, honing communication, adaptability, and the ability to convey complex ideas clearly.
- Operated and troubleshooted digital tools (slideshows, TVs, online forms), building technical proficiency and multitasking skills.

**INROADS**

*Student Fellow*

**Remote**

*April 2024 – Present*

- Completed national workshops on career skills, interviewing, and corporate leadership
- Engaged with professionals across industries to build network and career readiness

## Certifications

**AT&T Technology Academy**

Completed a rigorous technical curriculum covering 5G, cloud, cybersecurity, and data analysis; earned a Credly-certified badge.

*July 2025*

**CompTIA Security+ (SY0-701)**

Gained expertise in Security+ domains: security concepts, threats, architecture, operations, and program management.

*Expected September 2025*