Laith Salameh

Software Engineer

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Programming Skills

- C# programming
- C++ programming
- Java Programming
- Python Programming
- Unity Game Development
- Git

Web Development Skills

- Html, CSS, SCSS
- JavaScript, jQuery
- TypeScript
- Node JS, Express JS
- ASP.NET
- PHP
- React JS, Next JS
- Electron JS
- GraphQL
- Rest API
- MySQL, SQL Server, Oracle
- Prisma
- Material UI

About me

- I am a **software engineer** who has been passionate about **programming since 10th grade**. Over the years, I have built a steady foundation in **Object Oriented Programming** and developed strong skills in both **web development** and **machine learning**.

- In terms of web development, I have expertise in **ReactJS**, **NextJS**, **TypeScript**, **NodeJS**, **PHP**, and **ASP.NET**. My expertise in web development allows me to architect scalable, maintainable, and secure web applications, leveraging the latest technologies and best practices.

- In the field of machine learning, I have specialized in **Python** and **Computer Vision**. I have a deep understanding of machine learning concepts, including data preparation, modeling, training, and evaluation. I have experience in developing machine learning models for **image classification**, **object detection**, and **object tracking**. Additionally, I am familiar with the latest libraries and frameworks such as **TensorFlow**, **PyTorch**, and **OpenCV**.

- I am a highly motivated individual with excellent **problem-solving skills**, a keen eye for detail, and a strong focus on delivering high-quality work. I enjoy working in a team environment and have excellent **communication skills** due to my background as a **programming tutor**, which allows me to work effectively with cross-functional teams, clients, and stakeholders.

Education

Bachelor of Science in Software Engineering, Higher Institute for Applied Sciences and Technology (HIAST)

Sept. 2017 – Sept. 2022

Graduate in software engineering, ranking **second** in my class with a GPA of **80.7%**.

Employment History

Full Stack Web Developer in Sama Pay LLC

Sept. 2021 – Mar. 2023

E-payment company in Syria, where I joined the technical team to **develop web products** that may be integrated with E-payment services offered by the company. My tasks also included **analyzing and designing** upcoming software projects, and **automating tasks** for the company.

Web Projects

Sama Pay Content Management Website

Jan. 2023 – Feb. 2023

Redesigning Sama Pay website and added a content management system to make the website's content dynamically controlled from an admin dashboard with **ReactJS**, **NextJS**, **NodeJS**, **apollo server express**, **GraphQL** and **Prisma**.

Social Messaging App

Nov. 2022

Desktop app that broadcasts messages to Facebook, Instagram and Telegram using **ElectronJS** and **ReactJS**.

Book Search Engine Website

Feb. 2022 – Mar. 2022

Information retrieval project where a search engine web service was built using **Lucene.NET** and **ASP.NET** to index and retrieve book titles and authors.

Hotel Management Website

Oct. 2021 – Mar. 2022

Online Hotel management website implementing the **SOLID** architecture along with an admin dashboard. It was developed using **HTML**, **CSS**, **JavaScript**, **jQuery**, **Bootstrap**, **ASP.NET**, and **SQL Server**.

Online Course Management Website
Jan. 2021 – Mar. 2021

Online course management website where students join classes appointed by the teachers, it was built using the MVC software architectural pattern using **HTML**, **CSS**, **JavaScript**, **jQuery**, **PHP**, and **MySQL**.

Artificial Intelligence Projects

Traffic Surveillance System with Map Visualization
Apr. 2022 – Sept. 2022

Graduation project at HIAST. The system detects and tracks vehicles from traffic surveillance cameras and then visualizes the information on satellite maps, including speed estimation and traffic density calculations. Where **YOLOR** was used for **object detection**, **DeepSORT** was used for **object tracking**, and the final system was developed using the **Streamlit python** web library.

Customer Segmentation Project
Dec. 2021

Data mining project on a Kaggle dataset for mobile phone activity in a city. The dataset was analyzed and processed, and the cell towers were divided into clusters depending on mobile phone activity. Also, certain peaks in mobile activity were located in a specific country code.

Image-based Attendance System
Nov. 2021 – Dec. 2021

Computer Vision project uses **OpenCV** and **Face-recognition** libraries to identify faces of students and mark the attendance of these faces in a CSV file.

Deep Learning based Facial Emotion Detection
Oct. 2021 – Nov. 2021

Artificial Intelligence project where a convolution neural network to recognize facial emotions was built and trained on the FER2013 dataset using **Python** and **TensorFlow**. The dataset was analyzed and altered to obtain better results.

Programming Projects

3D Shooter Game
Jul. 2021 – Aug. 2021

This was my junior project, developing a single-player FPS survival game using **UNITY's game engine**. The game had a medieval theme with a player stuck in the castle being attacked by waves of knights.

Compiler Project
May. 2021 – Jul. 2021

Group project where we **developed a compiler** for a C-like language using **C++** and tools like **Flex** and **Bison**.

Extracurricular Activities

Programming Tutor
Oct. 2019 – Sept. 2021

Taught problem-solving using the **C++ programming** to first and second-year students at HIAST.

Syrian Collegiate Programming Contest (SCPC)
Sept. 2019

Ranked 20th among the teams from all over the country.

HIAST-SVU-CPC
Jun. 2019

Participated in my university's programming competition, and our team got **5th place**, which qualified us for the SCPC. Also, we were the **first to solve two problems** and were awarded the title of **Extreme Programmer**.