

LEEN AL HARASH

CONTACT

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SKILLS

Punctuality

Customer service

Teamwork

Problem solving

Adoptive to change

LANGUAGES

French - Spoken & Written

English- Spoken & Written

Arabic - Spoken & Written

WORK EXPERIENCE

SALES ASSOCIATE

JUNE 2025 – PRESENT

Working at Steve Madden, my primary responsibilities include assisting clients with product selection, offering style guidance, and managing transactions. I also support visual merchandising; help maintain a clean and organized store environment and assist with stock organization.

SALES ASSOCIATE

JUNE 2024 – APR 2025

Worked at Aldo, my role was to provide excellent customer service and ensure an enjoyable shopping experience. I assisted customers in finding the right shoes and accessories, offer style advice and answer any questions about the products. I handled transactions at the register, process returns and exchanges, maintain the visual merchandising of the store by organizing displays and keeping the store clean.

CASHIER

JUNE 2023 – SEP 2023

Worked at a Pharma Prix branch, mainly as a cashier, along with helping the staff members organizing the products and making sure the store provided a safe and a clean environment for the customers along with the employees.

CAFÉ OPERATOR

JAN 2023 - APR 2023

Worked at a college café, where I was required to make drinks such as Americano, Espresso, Latte, etc. as well as serving pastries such as muffins, croissants, cookies, etc.

CASHIER

JUNE 2022 – SEP 2022

Worked at a Pharma Prix branch, mainly as a cashier, along with helping the staff members organizing the products and making sure the store provided a safe and a clean environment for the customers along with the employees.

CUSTOMER SERVICE

JUNE 2022 – SEP 2022

Worked at La Ronde in customer service, where I would provide multiple types of resources, such as: live chat support, email support, telephone support and on-site support.

SUMMER CAMP COUNSELOR

JUNE 2021 – SEP 2021

The summer camp consisted of around 15 boys and girls, aged between 5 and 13. My duties were to supervise, keep them safe and away from dangerous things such as sharp & hot objects, electricity wires, etc. along with making sure they are well fed. Not forgetting to plan their daily activities that include entertainment and knowledge.

PROJECTS (2023-2025)

Personal Portfolio – HTML, CSS, JS

Two Months

A bilingual personal website that features a responsive layout and smooth animations, serving as a central hub for my work and career highlights. It represents my skills in front-end development, UI/UX design, and internationalization. The current version of the site, V2.0 includes UI improvement and introduced new, purpose-built animations to enhance the user experience. This version also includes updated project showcases and a more streamlined content flow. The transition from V1.0 to V2.0 was an opportunity to apply new knowledge and techniques, demonstrating my commitment to continuous learning and refining my craft.

COMPLETE VIDEO GAME – UNITY, C#

Two Weeks

An interactive Unity game combining both 2D and 3D gameplay experiences. Players are first prompted to enter their name, then choose between playing in a 2D or 3D environment — each offering a different perspective and gameplay style of the Cowboy Hero universe. This project focused on integrating multiple game scenes, UI input handling, and maintaining a consistent storyline across two distinct game modes.

GREEN PULSE WEBSITE – HTML/CSS, BOOTSTRAP, SPRING BOOT, ANGULAR, REST APIs

Four Months

A multilingual web application designed for direct agricultural trade (2024). Developed a platform connecting Canadian producers with international buyers by automating transactions and reducing reliance on intermediaries. Key features:

- Real-time market insights and dynamic pricing tools for producers
- Transparent access to inventory, pricing, and logistics for buyers
- Automated offer/transaction management with shipping fee calculators
- Integrated email API for direct contact through the website
- Full-site light/dark mode toggle powered by a dedicated API

3D VIDEO GAME – UNITY, C#

Three Weeks

A sequel to *Cow-boy Hero*, this 3D action-adventure game takes the player into a new dimension of gameplay and visual depth. Hero continues his quest for his most prized possession, navigating immersive environments filled with traps, enemies, and hidden dangers. The game emphasizes exploration, combat mechanics, and level design using Unity's 3D capabilities.

MUSIC LIBRARY – KOLTIN

One Week

A modern Android music app with support for English and French. Features include dynamic language switching, dark mode toggle, search, and filtering by artist or genre. Built using MVVM architecture, Room, Live Data, RecyclerView, and Shared Preferences.

PROJECTS (2023-2025)

TIC TAC TOE – KOLTIN

Three Days

Classic Tic-Tac-Toe with a smart AI opponent that blocks move. Supports English, French, and Spanish using internationalization. Clean UI built for Android.

SNAKE – HTML/CSS, JS

Two Days

A simple web-based snake game where the snake grows by eating apples and ends only when it collides with itself. Emphasized canvas manipulation and game loop logic.

2D VIDEO GAME – UNITY, C#

Three Weeks

Cow-boy Hero is a 2D action-adventure game built with Unity. The player controls Hero, a cowboy on a quest to recover his stolen prized possession. The journey spans multiple cityscapes filled with enemies like twirlers and scorpions. As the adventure unfolds, Hero uncovers a deeper mystery behind the theft one that could cost him his life.

MASTER MIND – JAVA

One Month

Logic-based color guessing game where the player must select 5 colors to guess a randomly generated sequence, by the computer, with 12 attempts to guessing the right order. The player will receive feedback as:

- **N***: Correct color in the correct position
- **B***: Correct color, wrong position

CALCULATOR - JAVA

Five Days

Basic calculator performing addition, subtraction, multiplication, and division.