LEEN AL HARASH

CONTACT

Phone number: 438-483-6060
Email: leen.zh.2004@gmail.com
Address: 1400-1625 De Maisonneuve W.
Montreal, QC   H3H 2N4

SKILLS

Punctuality
Customer service
Teamwork
Problem solving
Adoptive to change

LANGUAGES

French - Spoken & Written
English- Spoken & Written
Arabic - Spoken & Written

EDUCATION

Cégep de Rosemont (2022 - 2026)
Saint-Henri Secondary School (2018 - 2022)

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)

WEATHER STATION – RASPBERRY PI, PYTHON   **Three Hours**

Developed a connected weather station project capable of detecting temperature and precipitation, with dynamic visual and audio feedback. The system displays the temperature on an LCD screen with scrolling text, changes display colors according to conditions (blue for rain, green for moderate temperature, red for high temperature above 25°C), and triggers a buzzer sound based on rain detection. Data is stored locally in a text file and a database and visualized via ThingSpeak. Implemented sensors include a Humiture (DHT11) for temperature, a Rain Drop Sensor for precipitation, an active buzzer for alerts, and RGB LEDs for visual status indicators. The project demonstrates skills in embedded systems, sensor integration, and real-time data handling.

SMART FLAME ALERT SYSTEM – RASPBERRY PI, PYTHON   **Five Hours**

Developed a flame detection project using a Raspberry Pi 4 to monitor fire hazards in real time. The system integrates a flame sensor, dual red/green LEDs, an active buzzer, and an LCD screen to provide immediate visual and audio alerts. When a flame is detected, the system triggers the red LED, buzzer, displays a warning message on the LCD, logs the event with date and time, and automatically sends an email alert. If no flame is detected, the green LED lights up and the status is logged and displayed. The project demonstrates skills in embedded systems, hardware integration, Python programming, GPIO management, real-time monitoring, and automated notification using SMTP.

AFTERGLAM – PYTHON, SWAGGER, SQL   **Three Months**

Developed a secure REST API using FastAPI following a three-layer architecture (routers, services, data access). Implemented JWT-based authentication with protected endpoints restricted to administrators only, ensuring proper access control and data security. Designed and implemented multiple API endpoints for managing administrators, clients, forms, houses, and cosmetic products, including advanced search and filtering features. Enforced strict authorization rules to prevent unauthorized access and modification of sensitive resources. Containerized the application using Docker and automated builds and tests with GitLab CI. Documented the API using Swagger/OpenAPI and validated functionality through Postman tests and end-to-end testing.

PROJECTS (2023-2025)

HOTELRES APPLICATION – KOTLIN, JSON,   **Three Months**
HTTP/REST API, ANDROID SDK

Designed and developed an Android application for managing and viewing hotel reservations, following the MVP (Model–View–Presenter) architecture. Integrated with a REST API for real-time data retrieval, implementing proper loading states and error handling to ensure a smooth user experience. The project demonstrates skills in mobile development, network communication, and clean architectural design.

KAYPIC WEBSITE – ASP.NET, C#, JAVASCRIPT,   **Two Months**
RAZOR, SIGNALR, ASP.NET CORE IDENTITY, SWAGGER

Designed and developed a web platform project for sports and community organizations using ASP.NET Core, demonstrating secure authentication and role-based access control. Implemented real-time interactions with SignalR, file sharing functionality, and REST APIs documented via Swagger, showcasing skills in full-stack development, web security, and interactive web applications.

SHATTER CLICK – PYTHON   **One Week**

Developed an interactive Pygame project featuring a bouncing "CLICK ME!" text that triggers visual and audio effects when clicked. Implemented glass-breaking sound effects, colorful shatter animations, animated cracks, and dynamic background color changes, demonstrating skills in game development, event handling, and visual effects in Python.

PERSONAL PORTFOLIO – HTML, CSS, JAVASCRIPT   **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.

PROJECTS (2023-2025)

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,   **Four Months**
ANGULAR, REST APIs, SPRING BOOT, TYPESCRIPT,
EMAIL API, JAVA

Developed a multilingual web application project simulating a platform for connecting Canadian agricultural producers with international buyers, designed to demonstrate how trade processes could be streamlined and reliance on intermediaries reduced. Built the frontend using Angular, HTML, CSS, and Bootstrap, implementing responsive design, dynamic search and filtering, and a full-site light/dark mode toggle. Developed REST APIs with Spring Boot to manage product listings, inventory, offers, automated transactions, and shipping fee calculations. Integrated an email API for direct producer-buyer communication and implemented multilingual support in English and French, following a modular architecture that ensured clear separation between frontend and backend.

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 "ANDROID"   **One Week**

A modern Android music application 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, Recycler View, and Shared Preferences.

PROJECTS (2023-2025)

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.

TIC TAC TOE – KOLTIN "ANDROID"   **Three Days**

Developed a classic Tic-Tac-Toe game for Android featuring a smart AI opponent capable of blocking player moves. Implemented multilingual support (English, French, and Spanish) using internationalization, with a clean and user-friendly interface.

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. Focused on implementing canvas-based rendering, continuous game loop logic, and basic state handling.

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**

A basic calculator application supporting addition, subtraction, multiplication, and division. Implemented using two classes (CalculatorClass and CalculatorMain.