Mohamad CHALHOUB

Programmer / Freelancer

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PROFIL

A motivated and ambitious student pursuing a Master Degree in Computer Science at the Lebanese University. Most users see a computer at the front and use the graphical user interfaces. The first time I used a computer, it intrigued me to know how these interfaces work, the theory behind computers and the methodology of how they work...

EDUCATION

2019 - 2021
Beirut-Lebanon
Lebanese University

Master (M1) In Computer Science, Lebanese University, Faculty of Science.

2016 - 2019
Nabatieh-Lebanon
Lebanese University

Bachelor's Degree in Computer Science, Lebanese University, Faculty of Science.

2013 - 2016
Abbasieh-Lebanon
Abbasieh High school

Scientific Baccalaureate, General Science Section, Abbasieh high school.

TECHNICAL SKILLS

Programming languages

- Java, C#, Python, C++
- PHP, HTML5, CSS3, JavaScript, Asp.net
- MATLAB, C, Assembly, Prolog

Softwares, IDEs and OS

- VMware, ArcGIS, MATLAB, RapidMiner, Cisco packet Tracer, Microsoft SQL server 2014, Adobe (Premiere, Photoshop) and Microsoft office
- Eclipse, Android studio, NetBeans, Dev-C++, Visual studio, Unity, IntelliJ, Notepad++
- Windows and Linux

Database management

- SQL, MySQL, SQLite, Firebase

AI and Big data analytics

- Search algorithms, NN, Data analysis and Data mining using: NumPy, Pandas, Matplotlib, SciPy, Tensor flow, Keras

Network Administration

- The concepts and principles of modern computer networks (Protocols and architectures).
- Network vulnerabilities, Cryptography, SSL/TLS Protocols and Firewalls Architecture (ACL's).
- Programming of distributed application (Java).

Project management

- Agile Scrum

EXPERIENCES PROFESSIONNELLES

My experience corresponds to the projects that I presented during my studies and to the freelance project that I carried out. Such as:

Developing E-commerce Mobile Application (Individual Project)
Jan 2019 – Aug 2019 (8 month)

Developing and maintaining an android based sharing platform for non-critical reusable medical devices.

Developing AI Game (Othello) (University Project)

Apr 2020 – Aug 2020 (5 month)

Developing a strategy board game with C# using unity with an AI Opponent.

Developing Java Mail Application (University Project)
May 2020 – Aug 2020 (4 month)

Developing and implementing client-server protocol designed to efficiently transfer mail and limit junk mail profusion (Stopping Spam E-mails).

Developing Java Accounting Software (Individual Project)
Oct 2018 – Feb 2019 (4 month)

Developing an Accounting Software to help orchard owner manage the payments, the receipts, the employees and their payments and the invoices of the market.

You can find out more about my projects in my GitHub account

LANGUES

Français — B2 - Level
Anglais — Fluent
Arabe — Mother tongue

CERTIFICATS PROFESSIONNELLES

Mar 2019 – Jul 2019 (5 month)
Nabatieh-Lebanon
Cisco Networking Academy

CCNA Routing and Switching: Introduction to Networks.

Find me on social media