

Martin Lahoumh

(347)-569-9520 • Brooklyn, NY • martinlahoumh103102@gmail.com • <https://github.com/MartinLahoumh>

Education

The City College of New York

Bachelor of Science in Computer Science

Expected: December 2024

Cumulative GPA: 3.76/4.00

Relevant Coursework: Data Structures(B+), Algorithms(A-), Software Design Lab(A), Probability & Statistics(B), Linear Alg(A+)

Skills

Programming: C++, Python, JavaScript, React.js, Express.js, Node.js, C#, CSS, Bash

Technologies: Spyder, Git/GitHub, Unity2D/3D, Procreate, SQLAlchemy, pyGame, Flask

Other: Graphic Design, Hand-drawn Animation

Experience

Recycletek

Full Stack Intern

June 2023 - Present

- Created a blog page for the company staff and public website so that employees can create and post their blog post to the public blog website: <https://recycletek.co/blogs>
- Used React to incorporate components for things such as adding a post or displaying a post in the existing staff website and used flask to create multiple routes under the /blog blueprint to the existing interface server for posting and getting from the database.
- Used SQLAlchemy to add blog posts to a database so that it can be edited and viewed when needed by the use of its 'id'.
- Created my own branch on teams GitHub page for the blog feature as to not disrupt the dev branch (before merge).
- Worked in a team of 3 to find a solution to another company's (Refoundry) problem in getting their name out there through a written proposal and a presentation to the company's CEO.

NOAA-CESSRST

Data Science Intern

June 2022 – August 2022

- Worked on a research project with a team of 5 to discover the effects that boundary layer winds had on the spread of regional pollution.
- Utilized python, Numpy, Pandas, and Matlib to analyze netCDF, csv, and xlsx files in order to calculate trends of wind data and shape of nitrogen dioxide plumes.
- Translated mentors matlab code into python to add onto his code on my end and create graphs of the new data collected.
- Applied social sciences into the data that was collected to form a [scientific presentation](#) to which I presented at CCNY.

All Star Code

Student

June 2019 – August 2019

- Would travel weekly to companies, such as Nike, to learn how computer science is applied in the real world.
- Led a team of 3 to design and create a fitness website using HTML, CSS, and JavaScript that let a user select a part of their body that they would want to work on, which would then show them different workouts for that part along with an animation of how the workout is performed.

Personal Projects

Music Center

December 2022 – January 2023

- View [Video Presentation](#) and [Source Code](#)
- Built an app that creates a playlist for a user's Spotify account to which the user can add their own preferred songs to that playlist using Spotify's API.
- Utilized express and node.js to gain access to a user's Spotify profile by going through Spotify's OAuth 2.0 authentication to gain an access token.
- Used a POST request to create the playlist that the user would create on the app. This would redirect them to a page to place songs on their playlist.
- Sent a GET request to get the songs the user listed (with the most popular version of the song title being selected) and then would send a POST request for those songs to be added to the users newly created Spotify playlist.
- Applied CSS grid and flex box to create an original design for the website by scratch with no frameworks.

Donkey Kong Arcade Game

February 2023 – March 2023

- View [Video Presentation](#) and [Source Code](#)
- Used pygame to create an app of the first level of the Donkey Kong arcade game.
- Utilized python classes to handle objects such as the player and their abilities (jump physics, player movement, and hitboxes), the projectiles and their abilities (such as a barrel falling off each ledge with an appropriate speed and its hitbox), and the main enemy (Donkey Kong) which would be the source of instantiating projectiles.