

Charbel FAYAD

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EDUCATION

Lebanese American University (LAU): School of Arts and Sciences Byblos, Blat
BS, Computer Science (Honors Program) 09/2021 – 06/2024 (Expected)
CGPA: 3.97, MGPA: 4 (High Distinction),
National Orthodox High School Akkar, Halba
General Science (GS) 07/2021
GPA: 3.7 (20th Place in Lebanese Baccalaureate)
Languages: Arabic (Native), French (Full Professional Proficiency), English (Full Professional Proficiency)
English Proficiency Test (EEE): 8.2/10

EXPERIENCE

Software Engineer Internship – NinjaCo 2023 – 2 months

- Led a team of three entry-level engineers as a Software Engineering Intern.
- Distributed tasks and provided learning resources to team members while hosting daily standup meetings and one-on-one meetings with team members.
- Developed complex parsers and algorithms with data structures to enhance the overall software performance.
- Technologies: NextJs, NestJs, Docker, MongoDB, Mongo Express, Minio, Maildev, Tailwind CSS, React Query, Blockly

Software Engineering Internship – Ajjerni.com 2022 – 3 months

- Developed and maintained web applications using Next.js, Strapi, and PostgreSQL.
- Collaborated with team members to troubleshoot and resolve technical issues.
- Participated in code reviews and provided feedback to improve code quality.
- Technologies: NextJs, Strapi, Docker, PostgreSQL, Minio, Maildev, Tailwind CSS

TECHNICAL SKILLS

- Python:** 4+ years, including asynchronous programming, multi-threading, data visualization and libraries.
- JavaScript, Typescript:** 3+ years developing full stack sites with NextJs, React, Express and NestJs.
- Databases:** 3+ years in managing PostgreSQL, MySQL, and MongoDB database with hosting and sharding.
- C#:** 2+ years, game development in unity with Csharp, including design patterns and Object-Oriented Programming (OOP).
- Java:** 2+ years, Advanced OOP, native android applications, programming design paradigms, multi-threading.
- Version Control:** 4 years of intensive Subversion use with GIT.
- Mobile Development:** 2+ years of mobile development, using Flutter (Dart), Android Studio (Java) and Ionic Angular.

PROJECTS

NinjaCo 03/2023
Created a Full Stack website, that enables kids to code Arduino and Html using visual programming in a fully customizable editor with a clean user interface. The platform uses a course-based enrollment system • [Live Preview](#)

Attractors Simulation 05/2022
Developed a fully customizable physics-based simulation of a deterministic chaotic system using JavaScript canvas context 2d, HTML and CSS. Hosted on GitHub pages • [Live Preview](#) • [Source Code](#)

Tourify 11/2022
Published a full stack mobile application that help tourist explore Lebanon. Frontend in Ionic Angular coupled with a PHP Backend with MySQL as Database. The application source code and preview are available • [Source Code](#)

ReFactor 04/2022
Released a desktop physics-based game developed in Unity game engine (C#). The game was developed for a game jam within 3 days. Won 1st place award • [Link to Game](#)

Personal Website 03/2022
Worked on my portfolio to display my projects and information about me in a creative manner. Used NextJs with Typescript and tailwind, hosted on netlify. [Live Preview](#) • [Source Code](#)

SOCIAL SERVICES

CS Club Founder – LAU – Founded CS club at LAU, hosted workshops for members and managed finance/sponsorships. 2022 - present
Assistant Instructor – LAU – Intro to OOP, assisted students in the course lab by explaining programming principles. 2022 - 4 months