

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 (20 th Place in Lebanese Baccalaureate)	
Languages: Arabic (Native), French (Full Professional Proficiency), English (Full Professional Proficiency)	
English Proficiency Test (EEE): 8.2/10	

HONORS & AWARD

Honors Program in LAU, (Full Honors Scholarship)	Present
One of sixty students selected from LAU to participate in Honors program, that provides enhanced educational opportunities for academically talented, and inquisitive students from various disciplines.	
C# Certificate , BARM EJ (Online)	2021
Machine Learning Certificate , Google Developers Student Club (GDSC, Online)	2021
1st Place Programming Competition , Balamand	2020
Solving problems related to Arduino Programming with minimal time.	
3rd Place Computing Camp , LAU	2020
Designed a full application in Tkinter (Python) related to weather and forecasts with data visualization.	

EXPERIENCE

Software Engineering Internship – Ajjerni.com	2022 – 3 months
<ul style="list-style-type: none">Worked as a Full Stack developer to implement most of the website features using Nextjs, Strapi, PostgreSQL.Developed Communication skills through daily standup meetings.	

TECHNICAL SKILLS

- Python:** 4+ years, including asynchronous programming, multi-threading, data visualization and libraries.
- JavaScript, Typescript:** 3+ years developing site with React, Nextjs and plain vanilla JavaScript.
- 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.
- Mobile Development:** 2+ years of mobile development, using Flutter (Dart), Android Studio (Java) and Ionic Angular.
- Operating Systems:** Admin user of Windows (5+ years); Linux (3+years)

PROJECTS

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 is 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 1 st 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 vercel. 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 1 st year students in the course lab to enhance their coding knowledge	2022 - 4 months
Summer Camp Instructor – Bazbina Municipality – Combining tutoring and physical activities to build up students' creativity.	2018