Antonio MATTAR

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Education

Aix-Marseille University	**Sep. 2021 – June 2023**
*Double Bachelor Degree in Computer Science and Mathematics **GPA: 4.0/4.0 – Valedictorian***	*Marseille, France*
ENSIMAG -École nationale supérieure d'informatique et de mathématiques appliquées de Grenoble	**Sep. 2023 – June 2026**
Software Engineering Degree	*Grenoble, France*

Relevant Coursework

- Data Structures and Algorithms
- Software Methodology
- Algorithms Analysis
- Numerical Methods
- Operating Systems
- Operational Research
- Networking and Security
- Formal Language Theory
- Computer Architecture
- Information Theory
- Statistics and
- Probabilities
- Algebra and Calculus
- Topology and Differential Calculation

Experience

Neumann AI — **July 2024 – August 2024**
Full Stack Developer Intern — *Beirut, Lebanon*

- Assisted in development of a web-based application to manages employees data across their different companies.
- Stack used: HTML/CSS, JS, JQuery, MySQL, Java

LIS Marseille - Laboratoire d'Informatique et Systèmes — **May 2022 – July 2022**
Research Engineer Intern — *Marseille, France*

- Helped the research team develop a Lambda-Calculus interpreter (using functional programming) with a pedagogical integration of alligators and eggs to make the concept closer to a game and more intuitive for freshmans learning this demanding concept.
- Automated generation of examples with images, thus saved time for my professor who was doing the images manually.

Projects

Graphical User Interface Library | *C, Valgrind, Gitlab, CLion* — **May 2024**

- Implemented core GUI functionalities, such as event handling, widget creation, and custom graphics rendering, while adhering to coding standards and best practices to ensure a robust and maintainable codebase.
- Collaborated in an Agile team and facilitated efficient group communication by organizing regular code reviews, using version control systems (Git) to manage codebase collaboration, and maintaining clear and concise documentation to support team knowledge sharing and onboarding.

Transaction Management GUI | *Java, Eclipse, JavaFX* — **November 2022**

- Used JavaFX to create a GUI that supports actions such as creating an account, deposit, withdraw, list all acounts, etc.
- Implemented object-oriented programming practices such as inheritance to create different account types and databases.

Freelance Projects | *NextJS, Vercel* — **May 2022 - Present**

- Designed a website to GLOBAL-PRODUCTS-LB , authorised resellers for elite German manufacturers in Beirut, to increase their online visibility and sales.
- Designed a simple construction company website for UICL Nigeria to help them showcase all their projects to their potential clients, while implementing from scratch the backend of a Contact Us form via SMTP protocol.
- Created a website for Lebanese basketball league LBL where you can watch the games live, get the latest scores and news.

Technical Skills

Languages: Python, Java, C, Bash, SQL, VHDL, R, MIPS, HTML/CSS, JavaScript, MATLAB
Developer Tools: VS Code, Eclipse, CLion, Android Studio
Technologies/Frameworks: Linux, Gitlab, GitHub, TensorFlow, JUnit, WordPress, NextJS, ReactJS, Vercel, TailwindCSS
Soft Skills: Problem Solving, Team Work, Adaptability, Communication

Certifications

- Certified Microsoft Office Specialist in PowerPoint – June 2020

Languages

English: Fluent — **French**: Native/Bilingual — **Arabic**: Native/Bilingual — **Spanish**: A1 Level