

# MARIAM HAZIMEH

Multimedia and Networks Engineer

📞 961 81029053    @ mariamhazimeh003@hotmail.com    📍 Beirut

## SUMMARY

I am a fourth-year Computer and Communication Engineer student specializing in Multimedia and Networks at Antonine University, Baabda. As a multimedia engineer, I possess proficiency in software development, adept design skills, game programming, and application development.

## EXPERIENCE

### Branding Design 01/2024

- I completed a branding project involving the design of a logo, business card and flyer, tailored specifically for a speech therapist.
- Demonstrated proficiency in graphic design principle, and client collaboration.

### Game Academy AUB 06/2023 - 08/2023

- I gained valuable experience at the Gaming Academy boot camp, I developed a multi level 2D platform game using Unity.
- This experience enhanced my c# coding skills and provided me with new design abilities, such as pixel art.
- I also had the opportunity to create my own original game character.

## PROJECTS

### Spring Boot Project

 04/2023 - 05/2023

- Developed a backend system using Spring Boot and APIs.
- I successfully created a Student Information System website.
- This project showcased my skills in Java, Spring Boot, and database management, including user authentication, data retrieval, and administration functionalities.

### Branding Flower Shop

 03/2023

- A branding for a flower shop "Lotus Flower" that involves a logo, business card, flyers and stickers.

### Web Project

 03/2023

- An album shopping website, both front-end and back-end using PHP, jQuery, HTML, and CSS.
- I really enjoyed the implementation of a slideshow feature using jQuery enhancing the user experience.

### JavaFx

 11/2023

- A very enjoyable experience with JavaFx, where I successfully developed a note-taking and to-do list application, a Student Information System (SIS), and a paint application.
- JavaFx allowed me to use my creativity while building desktop applications.

### Solar Panel

 11/2022

- The solar panel project involved the design and implementation of a battery charging system powered by solar panels. The charged battery then lighted a small lamp, demonstrating the application of renewable energy.

## LANGUAGES

Arabic	Native	●●●●●
Frenc	Native	●●●●●
English	Proficient	●●●●●

## EDUCATION

### Computer and Communication Engineer

University Antonine

 09/2020 - Present

### Baccalaureate in Life Science

College des Soeurs des Saint Coeur Hadath

 06/2020

## SKILLS

Unity	Pro Tools	3Ds Max			
Adobe Illustrator	Photoshop	InDesign			
AutoCad	HTML/CSS	jQuery	PHP		
Javascript	Java	C#	C++	JavaFx	
SpringBoot	MySQL	SQL	MongoDB		

## CERTIFICATION

### Game Academy Boot Camp AUB

Attended a game development boot camp at AUB, where I earned a certificate from the Game Academy. During the program, I had the opportunity to design and develop a 2D platform game using Unity.

### Environment and Digital Transformation

Participated in a workshop on Environment and Digital Transformation, hosted by Facile Path in collaboration with the Human Environmental Association for Development. Acquired in-depth knowledge about the intersection of environmental sustainability and digital advancements, gaining valuable insights into strategies for leveraging technology in addressing environmental challenges.

### The Magic of AI

Attended a workshop on the magic of AI, presented by Christophe Zoghbi CEO and Founder of ZAKA AI, where I gained insights into its types, applications, and significances.

## ACTIVITIES

### Volunteering

Al Ghina NGO