

# Suleiman Awiwi

COMPUTER ENGINEER

## BIO

Add Section Computer Science B.Sc student at The Hebrew University. Passionate about constantly learning more about the field, various programming languages and creative solution methods . Responsible, team player and always looking to develop and expand.

## Education

### B.Sc in Computer Science , The Hebrew University , Jerusalem

OCTOBER 2020 – PRESENT

Senior student

Currently a third year BS.c student.

Expected to graduate in 2025 , I have 3 semesters left to finish

GPA 83

## PROFESSIONAL EXPERIENCE

### Psychometric Tutor , Epsos Institute , Jerusalem

MAY 2020 – PRESENT

Implementing tutoring classes to help high-school students better prepare for the university's entrance exam. Organizing lesson schedules and taught qualitative and quantitative subjects.

### Academic Tutor , Hebrew University, Jerusalem

OCTOBER 2021 – FEBRUARY 2022

Offering individual tutoring lessons for first year university students in the courses 'Data Structures' and 'Algorithms'. I help the students to understand the material in depth and help them to prepare their exams in a more efficient manner.

## PROJECTS

### Graduate student , Al-Nayzak Organization

JANUARY 2017 – JUNE 2017

Participated in a six month program that integrates original scientific knowledge with sustainable development. I was a representative for my school in the program's annual competition which concerned merging high-tech with agriculture and I won fifth place among all the schools in the district.

### Significant University Project Contributions

I have successfully implemented two impressive projects during my time at the university. The first project, i have done it in my first year (2020/2021) named "Boogle," is a popular game that I developed using Python. I added a graphical user interface (GUI) to enhance the gaming experience. The second project, which i did in (2022/2023) is a Java-based endeavor, involved creating a game similar to Mario. It featured a character navigating through an infinite world, collecting points along the way. Both projects demonstrate my proficiency in programming and my ability to develop engaging and enjoyable applications.

## Details

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## Links

[LinkedIn](#)

## Skills

Leadership Skills

Fast Learner

Effective Time Management

Communication Skills

Python

C

C++

java

Data Structures

Algorithms

Advanced Math

Assembly Language

Object oriented programming

Solve Computational , complexity problems

Operating systems

## Languages

Arabic

Hebrew

English