

Joseph Saliba

Beirut – Lebanon

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Objective:

Apply for an internship in Software Engineering Engineering.

Education:

American University Of Beirut **September 2010** **Expected Graduation** **June 2014**

- Computer And Communications Engineering
- Concentrations: Communications and Programing
- Mathematics Minor

National Evangelical Institute for Girls and Boys **Graduated** **June 2010**

- Lebanese Baccalaureate in General Sciences

University Projects:

Assembly Project

- Slot Machine - Spring 2012
First Place. Full Mark and Extra points for bonus features (Pic Microchip Assembly)
Hardware and software. My code was around 950 instructions.

Programing Projects

- Store Database - Spring 2011
Score: A (C++)
Store databases in which a user can sell, buy, and add products. The challenge was to make our own data structures to be the most suitable structures for each application.
- Polynomial arithmetic Language – Summer 2012
Score : A (JAVA – Programing Grammar)
Using Antlr and java. The project was to build a simple programing language that makes it easier for an average user to manipulate polynomials.
- Android Kernel Message Passing – Spring 2012
Score: A (C)
A Mailbox system for inter-process communication message passing.
- Android Don't text and drive
Score: In Progress (C)
An android hack that changes the scheduler code to stop all messaging services.
- Networking Application
Score: In Progress (Java)
TCP file Sending and UDP video and audio streaming application.

Programing Languages:

JAVA	C/C++	Prologue	Haskell	MIPS Assembly	PIC Microchip Assembly	Objective C
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Technical Tools:

NI Labview	Matlab/Simulink	Eclipse/Xcode/Microsoft Visual Studio	PSpice	Microsoft Office	Antlr
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Relevant Coursework:

Computer Networks

This course covers data communications; wide area networks; circuit and packet switching; routing; congestion control; local area networks; communications architecture and protocols; internetworking. Throughout this course, I became familiar with a lot of communications and networking concepts like: Principles of error, flow, and congestion control. Internetworking principles, IP and ICMP, and IPv6 as compared to IPv4. IP assignment and routers' IP prefixes. Understand routing principles and algorithms, such as distance vector and link-state. Routing protocols used on the Internet such as RIP, OSPF, and BGP. The main technologies used in direct link networks such as HDLC and PPP. Local area network technologies such as Ethernet, Token Ring, and Wireless LANs.

Programming Language Design and Implementation

This course provides an introduction to the design and implementation of various programming paradigms, namely object-oriented (Java, C++ and C#), functional (Haskell), and logic (Prolog). Compiler construction will be covered, in addition to topics such as, virtual machines, intermediate languages, and concurrency

Operating Systems

This course covers the principles of operating systems and systems programming. The topics discussed in class are processes, threads, concurrency and synchronization, scheduling, deadlocks, memory management, file systems, i/o devices, parallel and distributed systems, and security. The course is accompanied with hands on assignments involving contemporary Linux kernels.

Data Structures and Algorithms

This course covers fundamental algorithms and data structures that are used in software applications today.

Communication Systems

This course introduces the students to the transmission and reception of analog signals; performance of analog communication systems in the presence of noise; analog to digital conversion and pulse coded modulation; transmission and reception of digital signals; performance of digital communication systems in the presence of noise and inter-symbol interference.

Computer Organization

This course covers the organization of modern computer systems. In addition to learning how to program computers at the assembly level, students learn how to design the main components of a von Neumann computer system, including its instruction set architecture, datapath, control unit, memory system, input/output interfaces, and system buses. To consolidate the material presented in class, students work on assembly-language programming and datapath design assignments, and a major computer-interfacing project

Computer Organization Laboratory

A laboratory course with experiments in computer organization and interfacing techniques; digital hardware design using CAD tools and FPGAs; program-controlled and interrupt-driven I/O; memory organization; simple peripheral devices and controllers; bus interfaces; microcontroller-based designs.

Skills and Extracurricular Activities:

Languages

Fluent In: English – Arabic
Read and Understand: French

Others

Team Leader in a scouts club.
Music and Piano
3D illustrations Drawing