PERSONAL INFORMATION

Fatema Alahmad

Amman ,Jordan.

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Sex Female | Date of birth 19/02/2005 | Nationality Syrian

STUDIES APPLIED FOR PERSONAL STATEMENT

Motivated second-year Computer Science student at Princess Sumaya University for Technology with strong analytical and problem-solving skills. Experienced in programming practice and academic training, with solid performance in coursework and practical projects (GPA 87.8). Interested in applying computational thinking and technical skills in a challenging learning or professional environment.

EDUCATION AND TRAINING

2024-present

Bachelor's in Computer Science

Princess Sumaya University for Technology, Jordan

- Relevant coursework: Data Structures, Object Oriented Programming, Discrete Mathematics, Linear Algebra.
- Activities: ACM competitive programming training, university clubs

2023

High School Diploma

Alhassad Private School, Jordan.
Grade: 97.15%

PERSONAL SKILLS

Mother tongue: Arabic

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2
Spanish	B1	B1	B1	B1	B1

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user
Common European Framework of Reference for Languages

Communication skills

- Strong communication skills developed through ACM training sessions and programming competitions.

Organisational / managerial skills

- Effective time management balancing academic coursework with competitive programming practice.

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Digital competence

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
INDEPENDENT USER	INDEPENDENT USER	BASIC USER	BASIC USER	PROFICIENT USER

Levels: Basic user - Independent user - Proficient user
Digital competences - Self-assessment grid

OTHER SKILLS Programming languages: C,C++,Assembly(8086).

Web development : HTML, CSS, Java Script, React.

ADDITIONAL INFORMATION

Projects

- **1D Collision Simulation (C++ & SFML)** — Developed a physics-based simulation for elastic collisions, replicating real-life motion using object-oriented programming.
- **Snake Game** Implemented the classic Snake game in assembly language, utilizing interrupts for input/output handling and applying low-level logical control for game mechanics.

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