Abdelmotaleb Al-Hajj

Jiyeh, Lebanon +96170711072<u>– aaa190@mail.aub.edu</u> **April 1, 1998**

PROFILE

- **Objective:** Seeking a challenging career with a progressive organization that provides an opportunity to capitalize my technical skills & abilities in the field of Software Engineering, learning new programming languages, provide efficient solutions for Software Engineering problems, and then use it IOT.
- GPA:

- Total: 3.53/4

- Major Courses: 3.82/4

Hobbies: Surfing, playing piano, and playing saxophone

EDUCATION

American University of Beirut (AUB)

Beirut, Lebanon

Bachelor of Engineering in Computer and Communication Engineering

May 2021

Al-Kawthar Secondary School

General Science Lebanese Baccalaureate

Beirut, LebanonJune 2016

QUALIFICATION AND SKILLS

- Software Programming Skills: Java C++ SQL- PHP Android app development Qt framework
- Experience in Git/Bit Bucket for version control
- Hardware Programming Skills: VHDL, Verilog
- Languages: Arabic English (Fluent)
- · Ability to work independently or as part of a team
- Highly organized and efficient
- High sense of responsibility
- Ability to learn new topics related to my field
- · Ability to spend time on solving problems and finishing tasks respecting deadlines

COURSES

- Introduction to Computation and Programming
- Data Structures and Algorithms
- Design and Analysis of Algorithms
- Software Tools Laboratory
- Computer Networks
- Mobile Networks and Applications
- Cryptography and Networks Security
- Computer Organization / Digital Systems Design I/II
- Will be taken in Spring 2019 2020 semester:
- Software Engineering
- Database Systems
- Web Programming & Design

• Internship at SMARTECH - IT Solutions

Beirut, Lebanon

Dec. 2019

- Worked on an ERP System implemented using VB.net and SQL Server 2014 as a database management system.

- Gained some experience in working with large software by debugging it using visual studio debugging tool, solving some bugs, and modifying the UI to support the Arabic language feature.
- Learned some basics in web development client side (HTML and CSS) and server side (PHP REST API).

UNDERGRADUATE PROJECTS

Aircraft Parking Reservation System:

- Built features that allows users to reserve, check availability, and view their profiles and history.
- Implemented using java socket programming TCP/IP connection and Eclipse GUI with relational database using MySQL.

A gaming framework:

- Implemented complete software system using Qt widget toolkit written in C++ on VM virtual box Ubuntu Linux.
- It is a user-friendly interface consists of two games: Snakes and Ladders, CABO where users can sign in/signup/review history and scores. The project is well tested, debugged, documented, and packaged.

An Attendance System Android Application:

- A user-friendly android application that allows faculty members and students to register their accounts, log in/out, take attendance, and do other related functionalities, using PHP/MySql as database.

A Calculator Android Application:

- A user-friendly scientific calculator with extra features of plotting various mathematical functions, calculating statistics for a given input data, and drawing three types of charts: Bar Chart, Line Chart, and Pie Chart using graphing libraries in android studio using Java programming language.

Vector Norm-2 List Processor:

- Implemented an optimized list processor that computes the squared-norm of a complex vector using Verilog HDL.

Controller FSM Design of a Vending Machine:

- Implemented using VHDL.
- Vending machine system that controls user functionalities of the customer like defining the type of money entered, choosing a product, handling change cases and returning it to the customer.