



# SAM SHOUMAN

Native Android Developer

A person who feels **APPRECIATED** will  
always do more than what is expected

## PROFILE

Software developer who has a passion about Android development. A self-learner developer who is eager to always learn new technologies to be up-to-date. Looking to be a difference maker employee in the company I work for.

## LOCATION

Beirut – Lebanon

## PERSONAL

**Date of Birth:** 23 September 1998

**Place of Birth:** Zefta – South Lebanon

**Nationality:** Lebanese

**Marital Status:** Single

## CONTACT

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## HOBBIES

Video Games  
Football

## EDUCATION

**Lebanese University – Faculty of Sciences**

October 2016 – August 2020

BS in Computer Science

## WORK EXPERIENCE

**Technology-Gate [Software Developer]**

April 2020 – Current

Private business founded by my brother and his friend. In charge of developing software especially Android apps.

### Freelance

- **Cara:** Mobile app for barbers and saloons built using Kotlin and Kodein Dependency Injection Framework

## TECHNOLOGIES

- C#
- C
- JavaFX
- Python
- Kotlin
- Java
- HTML
- CSS
- MS SQL
- MySQL
- PHP
- JavaScript
- Firebase
- ASP.NET Core MVC
- Assembly
- Prolog
- Data Structures and Algorithms
- Git
- Linux
- Design Patterns
- Android Development

## PROJECTS

**B-Rate**

April 2020 – May 2020

An App where a manager of a shop creates a survey by adding questions he wants. This survey will be started by the customer where he enters his info (optional). The app will then save each answer of each survey and will calculate statistics based on the answers each customer chose.

### **SayHi**

February 2020 – April 2020

Social media application where user can chat with his friends and create posts. (Found on Github)

### **SupremePOS**

May 2020 – Current

Restaurant application where instead of the old fashion way where the waiter writes the order on paper and go give it to the cashier, the waiter now can enter the order via the tablet and send it so it will be visible to the cashier on the computer.

## **ALISON CERTIFIED COURSES**

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- **Introduction to Software Testing:** This software testing course discusses the principles of testing software and the methodologies involved in testing. I learned about the pesticide paradox in software testing as well as the strengths and weaknesses of the software development life cycle V-model. I also learned about the fault model and how it identifies the most important types of faults in a program. In addition, I got introduced to test cases and the design, planning, and strategies used in a test case. **Assessment Mark: 85/100.**
- **Introduction to Mobile and Cloud Computing:** This course explored mobile communication, including different devices such as phones, smartphones, phablets, and tablets. The course also discussed the impact of wireless communication on mobile communication. **Assessment Mark: 88/100.**
- **Java Part 1: What's New:** This course introduced me to the Java SE 7, the new features included in the software, and how it compares to previous versions of Java. I learned about the new language enhancements to Java SE 7. I'm able now to explain the differences in generic type interface in Java SE 7 to previous versions of Java and how these are improvements. **Assessment Mark: 88/100.**
- **Introduction to the Internet of Things (IoT):** This course taught me about the extension of Internet connectivity to physical and electronic devices, and how it can be used to complete both complicated and menial tasks. **Assessment Mark: 92/100.**

## **LANGUAGES**

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- Arabic (Mother Tongue)

- Fluent in English
- Italian (Beginner)

## LIFE SKILLS

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