Mahdi Naseri
Programmer

An undergraduate student who seeks for the best in his major's fields. Passionate to Engineering, and ready to prove and improve my capabilities in the tech-field. Never die for challenges.

✉ mahdi.k.naseri@outlook.com

📍 Beirut, Lebanon

⌨ github.com/MahdiNaseri99

📱 +961 76 908 248

in linkedin.com/in/Mahdi Naseri

EDUCATION

Computer Science Undergraduate
Lebanese University

10/2017 - Present

Courses

- C/C++, Java, System Administration, Web Development, Digital Circuits, ASP.net Core, Operating Systems, Networking, Data Structures.

VOLUNTEERING EXPERIENCE

The Science Fair for middle and high schools students
National Association for Science and research in Lebanon.

04/2019 - Present

Achievements/Tasks

- Organizer and Assistant at The Science Fair.

The Orientation Exhibition (Orex)
Islamic Center Association for Guidance and Higher Education

12/2017 - 11/2018

Achievements/Tasks

- Organized and assisted in Orex.
- Represented the Lebanese University-Faculty of Sciences.
- Worked in building and designing an Arduino car that has been presented in the Orex.

Ayin Science Club (Co-Leader)
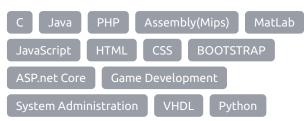### Ayin Science Club at the Lebanese University, faculty of sciences

03/2018 - Present

Co-Leader at AYIN Science Club, that aims to promote scientific thinking among university students

Achievements/Tasks

- Organizer, leader, and science researcher at Ayin Club. Participated in many events.
- Organized the last big event in the faculty of sciences, held in the LU conference hall, "The Story Of Life".
- Organized "Stargazing" events that were held in the faculty of sciences.

PROFESSIONAL KNOWLEDGE

C   Java   PHP   Assembly(Mips)   MatLab
JavaScript   HTML   CSS   BOOTSTRAP
ASP.net Core   Game Development
System Administration   VHDL   Python

PERSONAL PROJECTS

Arduino Car (11/2018 - 11/2018)
- Simple Arduino car with a DC power supply. Created regarding the orientation exhibition in 2018.

Network Attached Storage (NAS) (02/2021 - 02/2021)
- Implemented a Network Attached Storage which helps in Storing/Retrieving data in/from a network attached storage system/device.
- Used an Ubuntu server, and a Virtual Machine through the whole process of the implementation.

Running Cube (Game) (06/2021 - 06/2021)
- Developed "Running Cube" which is a basic game of a Cube running through a long line.
- Language used: C#.
- Engine: Unity engine.

LANGUAGES

Arabic
Native or Bilingual Proficiency

English
Professional Working Proficiency

PROFESSIONAL INTERESTS

Teaching   Reading   Gaming   Volunteering   AI
Technology