Issam Misto

Computer Engineering Student

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EDUCATION

National Evangelical Institute for Girls & Boys, Saida, Lebanon – *General Science Lebanese Baccalaureate*

SEPTEMBER 2007 - June 2019

- Baccalaureate Average: 16.2/20
- Honor's student for all three high school years

American University of Beirut, Beirut, Lebanon — *Bachelor of Computer Engineering*

SEPTEMBER 2019 - PRESENT

- Cumulative GPA: 3.5/4.0
- Data Science & Software Engineering Concentration

PROJECTS

Attendance System — Record Student Attendance

Developed a full-stack website with CRUD operations that allowed an instructor to manage student attendance.

- Frontend: HTML & CSS
- Backend: Java & SQL

Simplified Python

Implemented a simplified version of the python language. Features included were lists and tuples along with their respective operations.

Used ANTLR for generating the parser that recognizes python syntax based on a grammar.

Used Java to implement semantics.

Gaming Framework using Qt - Battleship and Shooting Discs

Used Qt, C++, and json to develop two games, battleship and shooting discs, alongside a sign up and login system.

Users are able to sign up, login, or play as a guest. Then, they choose one of either games to play. User score is saved in a history tab.

Assembly Chess

A program using kvakil that checks whether a chess move is valid or not.

EXTRACURRICULARS

- Participated in MUN at LAU
- Took part in a programming competition at Haigazian University

PROFILE

I'm interested in exploring different aspects of computer science, always eager to learn about and adapt to any task at hand, regardless of difficulty.

TECHNICAL SKILLS

Programming (and Scripting) Languages // Python, C++, Java, Javascript, HTML, Kotlin, Assembly, Prolog, Haskell, Scala, SQL, VHDL, Matlab,

Database Management Systems // SQLite

Frameworks, Tools, and OSs // Git, Linux, Flask, Django

Theory // OOP, Design and Analysis of Algorithms, Data Structures, Digital Systems Design, Computer Organization, Theory of Computation, Discrete Math, Programming Languages Design and Implementation, Computing Networks and Services, Software Tools, Machine Learning, Artificial Intelligence, Cryptography, Software Engineering, Software Architecture and Design, Web, Mobile, and Application Development

HOBBIES & INTERESTS

Books, Software Engineering, Data Science, Gaming, Game Development, Music, Writing