Mohammad Kachmar
Computer and Communications Engineer

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github.com/mhk51

TECHNICAL SKILLS

Github   C++

Javascript   Python

HTML   Django

Flutter   Linux

VHDL   Django

LANGUAGES

English
Professional Working Proficiency

Arabic
Native or Bilingual Proficiency

French
Elementary Proficiency

INTERESTS

Electronics Projects

Winter Sports

Sports

Motor Sports

ESports/Gaming

EDUCATION

Computer and Communications Engineering
American University of Beirut

09/2018 - Present   *3.7 GPA*
Relevant Courses

- Introduction to Programming
- Software Engineering
- Software Tools Lab
- Cryptography and Network Security
- Data Structures and Algorithms
- Computer Networks
- Operating Systems

WORK EXPERIENCE

Server/Waiter
Kempinski Summerland Hotel

06/2019 - 10/2019   *Beirut-Jnah, Lebanon*
Achievements/Tasks

- Learned the division of labor and departments in a professional manner
- Improved on personalized customer service skills
- Enhanced teamwork, hardworking, and multitasking skills

Information Technology
Ayoub Computers

06/2018 - 09/2018   *Beirut, Lebanon*
Computer Retail and Repair Store
Achievements/Tasks

- Introduced to the world of computing systems
- Practiced basic IT skills and developed basic technical skills on a practical level
- Learned to diagnose computer faults from symptoms

PERSONAL PROJECTS

Computer Networks Course Project (10/2020 - 12/2020)
- Introduced to socket programming using Python.
- Implemented a tool for assessing network properties such as Tracert tool, bandwidth measuring tool , and ping tool.

Network Security Course Project (11/2021 - Present)
- Implementing classic techniques for cyphering and deciphering using python.
- Introduced to Tkinter library on Python for GUI display.

Final Year Engineering Project (09/2021 - Present)
- Conducting research for ways to help diabetic children and their parents monitor their health.
- Introduced to Flutter framework for implementing our project application.

Software Tools Lab Project (10/2021 - Present)
- Implementation of a simple game using Qt framework.
- Usage of various software tools for debugging, profiling, testing, and packaging of the game.

Software Engineering Course Project (09/2021 - Present)
- Implementation of a simple Library Management System using Django framework.
- Implementation of the project using techniques learned in the course such as the Agile methodology.

WORKSHOPS/EVENTS

- Unity Workshop

- MEPI-TLS: The case of migrant women domestic workers in Lebanon

- MEPI-TLS: Gender Based Violence