ALI EL HIJJAWI

Computer Science and Engineering Undergraduate - American University of Beirut

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EDUCATION

Expected Grad: May 2023	Bachelor's in Computer Science and Engineering, *American University of Beirut* **(AUB)**
Relevant Courses: Major GPA: 4 – Dean's Honors List for all semesters at AUB	Data Structures and Algorithms, Design and Analysis of Algorithms, Object-Oriented and Effective Java Programming, Computing Networks and Services, Programming Language Design and Implementation, Theory of Computation, Machine Learning, Automated Reasoning, Operating Systems, Software Engineering, Cryptography and Network Security, Web, Mobile and App Development Lab, Databases, Software Architecture and Design Fundamentals.

EXPERIENCE

AUG 2021 – JAN 2022	**Game Development Intern, *The Video Game Studio.*** • Worked on implementing level ideas and researching about fluid mechanics in Unity3D • Currently building a mini-game arcade using C# scripts and Unity2D

PROJECTS

- ***Online Attendance-Taking System (DEC 2020):*** Created a **Java Swing GUI** for a web application with client-server interactions using **Python**, to take attendance of participants in a WebEx or Zoom meeting.
  Used **MySQL** for information holding and searching capabilities.
- ***Simplified versions of Python and Prolog:*** Created two languages using **ANTLR** tool, creating both the grammar **syntax**, as well as the **semantic** definitions through **Java** API.
- ***Designing Applications through Qt Linux:*** Developed a game application with two mini-games using **Qt** for functionality and GUI. Used **JSON** files to save login credentials as well as creating and saving game score history
- ***Implemented Linux Kernel on Linux:*** Used **operating system** programming to create a Linux based **kernel**
  Added system calls and other implementations
- ***Chat-bot for AUB:*** Designed and implemented a chat-bot for AUB students using natural language processing and deep neural networks
- ***Sports Club Website:*** Currently developing a website using **Python Django** and other different tools.

SKILLS & ABILITIES

- Programming Languages: **Java, C++, C#, Python,** Haskell, Prolog, Scala**,** JavaScript, VHDL
- Tools/Frameworks: HTML, CSS, SQL, MySQL, Unity, ANTLR, VS
- Languages: Fluent in **English** and **Arabic.**

ACTIVITIES

- Participated in **Google Hashcode, IEEE-Extreme** and other hack-a-thons and competitions**.**
- **E-Sports Manager, Game Development and E-Sports Club - AUB.**
  - Organized and hosted multiple E-Sports related activities such as tournaments, allowing members of the AUB community to connect and get to know each other.
  - Developed multiple mini-games using Unity (2D and 3D) using C#. Joined in Global Game Jams.

- **Model European Union** and **Model United Nations** at the Lebanese American University with 6-month training in public speaking, critical decisions, and negotiation
- Volunteered with **UNICEF** for water systems assessment and cleaning after Beirut's August 4 explosion