Mohammad Hammoud

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Education :

- BS in Computer Science   **September 2021-June 2024**
Lebanese American University, Lebanon
Cumulative GPA : 3.65 out of 4.0

Experience :

- Computer Lab Assistant at the Lebanese American University   **September 2022 – Present**
Assists sophomore students in their "Introduction To Object Oriented Programming" course lab in Python , "Objects and Data Abstraction" course lab in Java , and "Algorithms and Data Structures" course lab in java under the supervision of the university instructors.

- Private Tutor for Computer Science and Mathematics courses   **September 2022 – Present**
Private tutoring for Computer Science courses (Introduction To Object Oriented Programming , Objects and Data Abstraction , Computer Organization) and Mathematics(Discrete Structures I , Calculus III , Linear Algebra).

- Competitive Programmer   **September 2021 – Present**
- Participated in the LCPC 2022 (Ranked 16th)
- Participates in Codeforces weekly contests and Google yearly contests (Google Hashcode , Google Code jam , Google Kickstart).
- Participated and won (Ranked 3rd) in the Ai Hackathon Contest hosted by the LAU AI club.

Academic Projects

- Database for an Insurance Company   **Fall 2022**
Designed, built, and tested a database for Insurance Company on the Oracle Database Server using SQL.

- Reduced Instruction Set Computer (RISC) Microprocessor   **Spring 2021**
Designed and simulated in Java a Reduced Instruction Set Computer (RISC) microprocessor which supported addition, subtraction, immediate addition, immediate subtraction, loading, and storing instructions.

- Educational Intermediary Platform: **Spring2022**
Designed and developed an educational intermediary website using HTML, CSS, JavaScript, PHP, Java, and SQL. The platform enables buyers and suppliers to exchange educational products such as notes, books, and tutoring services. The project adheres to software engineering principles to ensure high-quality functionality and user experience.

- 2D shooting game :   **Spring 2022**
Designed and developed a 2D top-down shooter survivor game using Unity engine and C#.

Software Skills:

- **Back end:** Java , Python , C++ , PHP , C# .
- **Web** Development : HTML , CSS , JavaScript .
- **Database build and design :** SQL .
- **Operating Systems :** C , Linux .
- **Hardware description language :** Verilog HDL .