Mohammad Chehab

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Education

American University of Beirut   2021 - 2024
Bachelor of Science in Computer Science GPA (3.7 / 4.00)   *Beirut, Lebanon*
Major GPA (4.00 / 4.00)

- **Relevant Coursework:** Data Structures and Algorithms, Prob & Stat in CS, Web Development, Parallel Programming, Machine Learning, Software Engineering, Programming Langauges & Database Systems
- **Dean's Honor List:** Spring 2021-2022 & Fall 2023-2024

Hariri High School II
Lebanese Baccalaureate in General Sciences   *Beirut, Lebanon*

Experience

American University of Beirut   February 2023 – Present
Teaching Assistant   *Beirut, Lebanon*
- Actively engaged sophomore and junior students in practical coding exercises helping them understand the basis of algorithms and debugging practices.
- Conducted interactive sessions to reinforce student's understanding.

Projects

OMDB | *React.js, Node.js, Firebase*
- Developed a responsive web application, a platform mimicking IMDb, featuring user authentication (including third-party login via Google and Facebook), dynamic content showcasing like movie trailers, top picks, user ratings, and reviews.
- Integrated with external movie database APIs to populate the site with real-time data, and meticulously crafted a user-friendly interface that supports interactive features such as watchlists, review submissions, and automated content rotation on the homepage.

For You Wear | *Vanilla js, Node js, PostgreSQL*
- Collaborated on the development of an e-commerce platform, organizing products from various clothing retailers into distinct fashion categories. Utilized Figma for design, HTML, CSS, and Bootstrap 5.0 for the front-end, and Node.js with PostgreSQL for the back-end.
- Employed agile programming methodologies in a team of five, involving the determination of user stories, management of a product backlog, and conducting consistent scrum sessions.

Y- Application Network | *Java , Java Gui, Java Sockets, MySQL*
- Developed a social media platform named Y, employing Java for both client and server sides, supporting user registration, authentication, and real-time message posting and viewing in a scalable client-server architecture.
- Enhanced the platform to a hybrid architecture, integrating peer-to-peer communication for efficient message dissemination and interactive features like message reactions, enabling dynamic user engagement.

Social Engagment

Community Service: Volunteer contributor at ABLE (Accessibility for a Bolder Learning Experience).
Programming Tutor: Provided tutoring in Data Structures and Java Object-Oriented Programming to undergraduate and high school students.
Industry Engagement: Active participant in Google Student Developer Club and Computer Science Society workshops at AUB.

Technical Skills

Languages: Java, C, C++, CUDA, Python, JavaScript, TypeScript, HTML5, & CSS
Technologies: React.js & Node.js
Concepts: Software Engineering, Operating Systems, Programming Languages, Scrum &Agile Methodology, Computer Networks, Computer Architecture, Machine Learning, Software Development, Database Systems, & Parallel Programing