

Husam Shamseddine

Multimedia Engineering Student

2 years work experience

Summary

A Multimedia Engineering student with a background in 3D and art. Possessing extensive experience in full-stack development, design, and a passion for finding optimal solutions, with a talent for creative work and thinking outside the box.

Languages

Arabic - Native

English - Fluent

French - Intermediate

German - Limited

Education

Antonine University, Baabda - *Masters in Computer and Communication Engineering*

September 2019 - July 2024

Ecole Notre Dame, Moussaitbeh - *Lebanese Baccalaureate II in Life Sciences*

September 2016 - July 2019

Technical Skills

Multimedia Design

Adobe Illustrator, Adobe Photoshop, Blender, Davinci Resolve

HTML, CSS, JavaScript and JavaScript Libraries

Programming:

Java, Python, Dart, JavaScript

Frameworks & Libraries:

Java: Spring Boot, Hibernate

JavaScript: Node, ExpressJS, KoaJS, ReactJS, React Native

Dart: Flutter

Database:

SQL, PL/SQL

Systems & Tools:

Windows, Linux

Microsoft Services, Google Services, Google APIs, Postman, Insomnia, HoppScotch

Experience

OnCode | Paris, France - Full Stack Developer

July 2022 - January 2023

Developed and optimized back-end functions using Laravel and SQL on a pre-existing system, while ensuring software quality through comprehensive testing. Successfully migrated legacy functions to APIs for mobile application integration.

Created a robust mobile application using React Native, featuring seamless API integration, efficient data storage, and engaging mobile pages for an optimal user experience.

Designed and implemented a comprehensive documentation for team management and tracking of in-development and migrated functions. Conducted thorough research to identify a low-cost self-hosted solution for tracking API calls.

Collaborated with the client to collect requirements, brainstorm ideas, and conceptualize a logo for an application under development, resulting in a successful project outcome.

Tekwin Digital | Metn, Lebanon - Full Stack Developer

June 2021 - July 2022

Successfully designed and developed front-end solutions for a student information system using React, leveraging javascript packages to create an intuitive user interface.

Conducted thorough testing and debugging, identifying and resolving software issues, to ensure optimal performance and stability of the system on a multi-hotel ERP solution.

Led the front-end development of a Dart Flutter mobile and web application, creating complex widgets that met the client's requirements. Assisted with database structuring and back-end functionality to achieve a successful project outcome.

Freelance 3D Generalist | Self-Employed

May 2013 - Present

Successfully created complex 3D assets in various art styles using Blender, which involved modeling, unwrapping, and texturing, as well as utilizing tools like Photoshop and fSpy. Incorporated appropriate textures, filler assets, and environment lighting from a wide variety of resources to achieve high-quality results.

Designed a range of captivating environments, including rural, urban, dystopian, and sci-fi settings, with a focus on storytelling and composition. Conceptualized and ideated creative solutions to achieve the desired atmosphere and tone while considering practical constraints such as resource utilization and technical limitations.

Freelance Developer | Self-Employed

November 2020 - Present

Benta Pharmaceutical Industries: Developed, in collaboration with a software developer and a hardware specialist, a supply-chain management and data collection and analysis system, with a NodeJS, ExpressJS, and SequelizeJS back-end, and a Flutter front-end, with a monitoring and data analytics mobile application for administrators.