LEA CHAHINE
Computer Engineering Student

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EDUCATION

Bachelor of Engineering in Computer Engineering
Lebanese American University
12/2019 - Present

PERSONAL PROJECTS

Full-stack website development personalized
(08/2021 - 12/2021)
- Built an animal-focused website that includes adoption categories, filtering options for sheltering, breeding, and buying using React, HTML, CSS Javascript, Node.js,UI/UX

Integrated data processing application (01/2022 - 06/2022)
- Built a search engine using indexing and optimized the time search using python and data structures

Environmental Game Learning Simulation Three.js
(02/2022 - 06/2022)
- Implemented a virtual reality application on WebVR : a self-learning game simulation specialized in converting mechanical energy into electrical energy to supply power for Lebanon's electrical needs.

Unity Game Design 3D (05/2022 - 09/2022)
- Designed unity applications that includes the following features: itbucket, Virtual Controls,Player Power-Ups, fundamentals of AI pathfinding, Breadth-First Search, ray casting, core mechanics

Embedded Systems Rover Grid Path (09/2022 - 12/2022)
- Designed a robot using Raspberry PI, and a microcontroller and serial communication. Its purpose is to follow a black taping path on a 3x3 grid, grabbing objects, using color detection , python

Parking System License Plate Detection (02/2023 - 05/2023)
- Experienced in developing and implementing multiple machine learning models including neural networks, KNN, SVM, applied these skills to detecting and segmenting license plates from images or cameras, with results outputted to clients linked to app parking management using React and JS.

WORK EXPERIENCE

Data Analyst Intern
Exquitech
06/2021 - 09/2021   *Beirut*
Achievements/Tasks
- Designed, built , generated Power BI dashboards from importing data, manipulating data, data modeling ,table relationships ,building data visualizations and reports.

Unity developer Intern
Grind-Synvance
08/2022 - Present   *Ghazir*
Achievements/Tasks
- Contributed in the design and development of a virtual reality meeting room including synchronous slideshows for multiplayer , animation rigging , Face Augmented Reality Detection Program custom VR interactions.

Software engineer intern
ENTR
06/2023 - Present   *North Carolina USA*
Achievements/Tasks
- Built and managed Front end pages of the website and the functionalities such as searching components, creating components, deleting components, sorting using React JS , Typescript and linking to the APIs of the website using Docker

SKILLS

Java SQL Matlab Simlulink	React CSS Javascript
python C#	Github Git
C programming Raspberry PI	Adobe AE,Illustrator
VR/AR/XR	UI/UX Canva Figma
Data Science Power BI	Unity AFrame WebVR
Data Structures	Machine Learning AI

ACHIEVEMENTS

Official Treasurer IEEE Club (09/2022 - Present)
Collaborate in private workspaces or IEEE-sponsored communities . Get the information to navigate through IEEE's award-winning monthly flagship publication, IEEE SpectrumAccess to continuing professional education online courses through the IEEE eLearning Library and the IEEE Learning Network

Member of the Official LAU Beirut Athletic Sailors Cheerleading Team (02/2022 - Present)
Entertain crowd during games, made public appearances , Learned a variety of routines through out season, performed weekly during rehearsals , performed , cheered and coordinated for the LAU Athletics Awards in Beirut , Attended and represented during the Fall LAU Athletics Event

CERTIFICATES

Virtual Reality Interactable Room Unity Learn
(01/2023 - Present)
Optimize the performance of app in order to meet headset framerate requirements. Evaluate a proposed VR experience ,Decide XR hardware to target.Deploy VR projects to Unity-supported head-mounted displays,demonstrated interactions using Unity's XR interaction toolkit.

Complete C# Game Developer 3D (05/2022 - 09/2022)
Made 2.5D and 3D games in Unity , knowledge to .NET, other languages, and more, object oriented programming in practice, Developed a positive attitude to problem solving, Learnt to use source control.

Mobile Virtual Reality & Artificial Intelligence in Unity
(01/2023 - Present)
Made a game that uses artificial intelligence I, path-finding algorithm, A algorithm to make a 2D game*

LAU Case Competition (02/2021 - 05/2021)
Mentored on nurturing innovation and analytical skills , and solving business cases

Complete Data Science Bootcamp (01/2023 - Present)
Calculated , analyzed extracted data including Mathematics , Statistics , Python , advanced statistical techniques , Data Visualization , Machine Learning , Deep Learning

Start the UX Design Process: Empathize, Define, and Ideate
(02/2023 - Present)
Explored UX Research, Wireframe, Prototyping , User Experience Design (UXD)

Build Wireframes and Low-Fidelity Prototypes
(01/2023 - Present)
Create storyboards about solutions to user needs.Create wireframes digitally in Figma, build paper prototypes ,design low-fidelity prototypes

LANGUAGES

Arabic
Full Professional Proficiency

French
Native or Bilingual Proficiency

English
Native or Bilingual Proficiency