

# FIRAS NOUN

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## SUMMARY

Computer Science student expected to graduate in Fall 2024 poised to join the innovative world of software development. Offers a strong foundation in software engineering and programming principles across multiple platforms. Enthusiastic about coding and delivering excellent software solutions, with a focus on usability and performance optimization. Eager to apply theoretical knowledge in a full-time software developer role, bringing analytical skills and a commitment to quality and teamwork.

## SKILLS

**Languages:** C++, Java, SQL, JavaScript, HTML, Python, CSS.

**Topics:** Object Oriented Programming, Database Management Systems, Algorithms and Data Structures, Objects and Data Abstraction, Software Engineering, Web Development, Computer Networks.

## EDUCATION

08/2020 - 12/2023 **American University of Beirut**  
BS in Computer Science

## EXPERIENCE

8/2023 - 10/2023 **Full Stack Developer Intern** **Integrated Digital Systems**

- Creating a meeting room booking system using ASP.Net core, C#, MS SQL server.
- Got exposed to the different aspects of web development including APIs, backend, and frontend.

ASP.Net / SQL

## PROJECTS

JAVA/SQL **Networking Project (10/2023 - Present)**  
Engineered a Java-based social media platform, starting with basic user interactions like following and posting. Selected TCP for reliable communication, implemented multithreading for concurrent user support, and scaled to a peer-to-peer architecture for enhanced interactivity and search functionality.

Node.js **Amigo (01/2023 - 05/2023)**  
Pioneered the development of a social networking platform tailored to connect tourists with locals, taking charge of the backend with Node.js to ensure robust functionality. Utilized a full-stack web development approach, employing HTML, CSS, JavaScript (React.js) for the frontend, and focused on crafting an intuitive user experience with real-time chat functionality.

C **Connect Four Game (09/2022 - 12/2022)**  
Orchestrated the creation of an interactive Connect Four game in C. Engineered the game logic to handle player input, game state management, and win condition checks. Applied principles of modular coding for maintainability and incorporated terminal-based graphics for a dynamic user experience. ]

SQL/JAVA **Database Project**  
Led the design and implementation of a relational database application simulating a football league management system. Crafted complex SQL queries for data manipulation and integrated a user-friendly interface using Java. Focused on normalizing the database schema to reduce redundancy and enhance query performance.

## LANGUAGES

Arabic - native, English - professional