Hassan Khadra

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Motivated 4th Year Computer Engineer with a solid background in C++, Java, software design, and a passion for AI.
Actively seeking a position to apply skills in innovative projects, with aspiration to grow and advance in a professional career.

EDUCATION

- *Computer & Communications Engineering specialized in **Software Engineering** at Antonine University (09/2021 – Present)*
- ***42 Beirut**: Software Engineering Program, Core Curriculum (06/2024 – Present)*

SKILLS

Skills: C++, Java, C, Python, JavaFX, UML, Design Patterns, Unix Shell, PHP, NodeJS, Object Oriented Programming, MySQL, SQL, HTML, JavaScript, CSS, Git, Microsoft Office, Teamwork, Leadership.

Spoken & Written Languages: Arabic, French, English.

WORK EXPERIENCE

IDS (Integrated Digital Systems)   July 2023 – September 2023
Full Stack Intern
IDS Academy Website
- Acquired proficiency in **PHP** programming fundamentals.
- Gained hands-on experience in building and managing databases using **MySQL**, including **CRUD** operations.
- Reached proficiency in front-end integration using **HTML**, **CSS**, and **JavaScript** to create dynamic PHP web pages.
- Collaborated effectively within a team, engaging in collaborative development practices.

PROJECTS & EXPERIENCE

NodeJS Full Stack Website Project   January – 2024
E-Commerce Website
- Implemented 3-layer architecture (BLL, DAL, PL) for an e-commerce website and integrated security measures.
- Successfully utilized Express.js to create organized routes and manage endpoints.

JavaFX Game Development   December – 2023
Pac-Man Game
- Successfully developed a PAC-MAN game using JavaFX and Object-Oriented Programming principles.
- Enhanced UI with BootstrapFX and custom CSS.
- Integrated SQL Workbench for game statistics and user profiles.

Software Design Project   November – 2023
Internship Application System
- Successfully implemented Software Design concepts for an internship application system.
- Created use case diagrams, class diagrams, and sequence diagrams.
- Successfully integrated design patterns (e.g., Creational, Structural, Behavioral) for scalability.

Java API Software Development   June – 2023
Events Management API
- Implemented a RESTful API to handle HTTP requests and responses for CRUD operations on MongoDB.
- Established a connection with MongoDB using the MongoDB Java Driver and Spring Data MongoDB.

C++ Data Structure Project   January – 2023
Student Information System
- Implemented Data Structure concepts (e.g., doubly linked lists) and achieved the intended goal of creating a SIS which allowed students to enroll in courses as well as professors to manage their students.
- Collaborated effectively with a teammate, engaging in collaborative development practices.

C++ Software Development   June – 2022
Hotel Management & Reservation Software
- Created a user-friendly interface that is easily understood and well-constructed with error handling functions.

- Efficiently used Microsoft Office tools (e.g., Excel) to create a local database to save information.

ADDITIONAL EXPERIENCE

Hackathon Winner   August – 2024
React & Python Web App
- Won the highly competitive hackathon organized by **CMA CGM**, **42 Beirut**, and **BLACKBOX.AI**, competing as a sole developer against teams of up to three, outperforming 100+ developers.

Instructor Assistant   Fall 2022 & Fall 2023
C++ Programming
- Assisted a professor in teaching a C++ programming course, providing guidance and support to new students.

CERTIFICATIONS

- Coursera: Advanced Learning Algorithms   *(08/2024)*
- Coursera: Supervised Machine Learning   *(06/2024)*
- University of Helsinki, MinnaLearn: Elements of AI   *(01/2024)*
- Cisco CCNAv7: Certified Network Associate   *(11/2023)*

Personal interests: Strategy & Operations, Learning new skills, Competitive Gaming, Working Out.