

Tony Sleiman

+961-76180367 | tony.sleiman01@lau.edu | [LinkedIn](#) | [Github](#)

EDUCATION

Lebanese American University, B.E, Computer Engineering

Sep 2021-May 2025

- Placed on the Dean's honor list: Fall 2021
- Placed on the Dean's distinguished list: Fall 2022 - Present
- Cumulative GPA: 3.53/4

Modern School Lebanon, Lebanese Baccalaureate, General Sciences

Oct 2006-June 2021

Course-Related & Personal Projects

Student Life Portal Website: developed using the XAMPP stack along with HTML, CSS, and JavaScript and serves as a centralized platform for students to access and book various services provided by our university whilst offering a user-friendly interface where students can navigate through different service options and make bookings as per their preferences.

Smart Grid System: by using our knowledge in logic design, we created a smart system that tracks the power being consumed on various loads to avoid blackouts when the demand becomes larger than the supply by issuing a warning to reduce consumption and then forcing it to the maximum power output possible.

3D Chess Game in Unity: by using the unity engine and asset store, we created a chess game composed of the chessboard, pieces, and all possible movements and win conditions for the pieces by following chess regulations and included special moves such as castling, en passant and promotion.

Microprocessors Lab: Programming the HCS12D microcontroller unit in absolute assembly to perform certain tasks and interact with different peripheral devices.

Temperature Controlled Fan: Using our knowledge in electronics lab, my teammates and I designed a temperature controlled fan which will turn on once the room temperature crosses a certain user-chosen threshold and its speed will increase as the temperature increases accordingly.

WebVR Experiences: As part of our Intro to VR. Course, we designed interactive WebVR experiences by using 3D objects, 360 sky images & videos, animations, sound effects, event handling and numerous VR specific components through the A-Frame framework.

EXTRACURRICULARS

Institute of Electrical and Electronics Engineers IEEE Student Branch, Club Member

Sep 2022-Present

- Part of the IEEE AI club
- Part of the IEEE Logistics Automation club

Google Developers Student Club (GDSC), Club Member

Sep 2021-Present

Modern School and Hmaira Football Clubs, Team Player

Sep 2015-2017

- Competed in my school's and hometown's under 15 football teams as a defensive player

Relevant Coursework

Computer Engineering Courses: Programming for Data Science, Machine Learning, Computer Programming with lab, Data Structures and Algorithms with lab, Microprocessors with lab, Computer Architecture, Database, Operating, and Digital Systems.

Electrical Engineering Courses: Electrical Circuits I & II with lab, Electronics with lab, and Communication Systems with Lab.

SKILLS & PERSONAL

Languages: Arabic (native), English (bilingual fluency), French (basic)

Skills: Java, C++ (basic), Python, SQL, HTML, Javascript, a-frame, Assembly Language, VHDL, OrCAD Pspice, Quartus II, and Microsoft family softwares.

Interests: Technology, Automotive industry, Personal Finance & Investing, gaming, and Travel.