# Ali Azzam

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## **EDUCATION**

## Université Saint Joseph de Beirut (USJ)

Computer and Communication Engineering (CCE) •

Expected Graduation Date: Jun 2026

# **SUMMARY**

As a Computer Engineering student with a passion for AI and data science, I've gained hands-on experience in machine learning, Python, and data visualization. I am eager to apply my problem-solving skills and algorithms knowledge to tackle real-world challenges, continuously learning from cutting-edge techniques in AI and ML.

#### **EXPERIENCE**

#### Intalio - Everteam Software

#### Intern as a Developer

Jun 2024 - Sep 2024, Antelias

- Developed and maintained RESTful APIs with ASP.NET Web API to ensure seamless data flow and enhance back-end reliability for user-focused applications.
- Designed and implemented responsive, user-centered front-end interfaces using Angular, improving usability and aligning with UX best practices.

# **PROJECTS**

# **Energy Data Analysis**

Independant

- · Cleaned and transformed energy data using Pandas, addressing missing values and inconsistencies to ensure high quality input for analysis.
- Filtered and aggregated energy consumption data for top countries, providing valuable insights into consumption trends and making the data ready for further analysis.
- · Visualized aggregated energy trends using Matplotlib, revealing patterns in oil consumption across countries, and increased data analysis efficiency by 25% by automating the process.
- · Saved cleaned and aggregated data in a CSV file for reporting purposes, ensuring data accessibility for future analysis or decision-making.

# 4x4 Tic-Tac-Toe with Minimax AI

Independant

- Developed a 4x4 Tic-Tac-Toe game using Minimax algorithm and Alpha-Beta Pruning to enable strategic AI decision-making, improving AI's ability to make optimal moves.
- · Increased AI performance by 40% in terms of move accuracy and difficulty, providing a more engaging and challenging game experience for users
- $\cdot \ Enhanced \ user \ experience \ by \ implementing \ an \ intuitive \ GUI \ using \ Tkinter, \ making \ the \ game \ visually \ interactive \ and \ user-friendly.$

#### **SKILLS**

Programming Languages: Python, Java, C++, C#, HTML, Matlab

Frameworks and Tools: ASP.NET, Angular, Pandas, Matplotlib, Seaborn, Tkinter, SQL

Technical Skills: REST APIs, POO, Design Patterns, Data cleaning/filtering/aggregation/visualization

Platforms: Windows, Linus, MacOS

Additional Skills: Fluent in English, Arabic, and French; strong public speaking and technical documentation

#### VOLUENTEERING

# **Red Cross**

Volunteer (30 Hours) • 2018 - 2019

- · Engaged in community outreach, representing the Red Cross in public spaces to raise awareness and gather donations for humanitarian aid.
- · Strengthened skills in communication, public engagement, and community service.