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[Hadi Mortada](#)

ABOUT ME

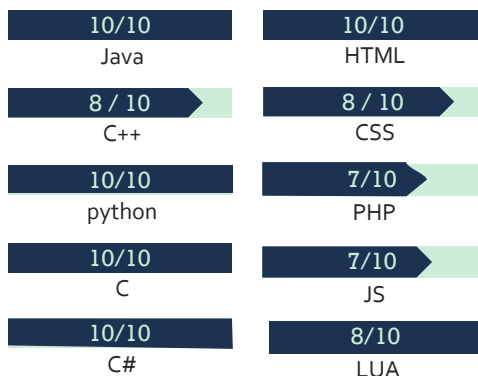
I have chosen to study computer science because I am fascinated by how computers work, and I spend most of my spare time designing programs like (web pages, games) because I enjoy problem solving and logical thinking.

Most users see a computer at the front and use the graphical user interfaces. The first time I used a computer, it intrigued me to know how these interfaces work, the theory behind computers and the methodology of how they work.

EDUCATION

B.S. In Computer Science
LEBANESE AMERICAN UNIVERSITY
2021-Present

PROGRAMMING SKILLS



HOBBIES

- Gymnastics
- Swimming
- Photographer
- Listening Music
- Drawing

FRAMEWORKS

- Unity
- Unreal Engine
- Adobe Photoshop
- Microsoft Word
- Linux "Kali"

ACTIVITIES

- Participation in LCPC in 2022 & 2023
- Passed Qualification Round in GOOGLE "Code Jam"
- Certification in Google Analytics

PROJECT

- **Monster Chase:** Designed and implemented 2d game using Unity & C#.
- **PACMAN:** Designed and implemented 2d game using Unity & C#.
- **AmuletOfLife:** Designed and implemented 3d game using Roblox & LUA.

SOFT SKILLS

- Creativity
- Leadership
- Organization
- Problem Solving
- Teamwork
- Fast Learner
- Working Under Pressure

Internships

1. Full Stack Web Development Intern

- IDS

- Duration: 2 months
- Responsibilities and Achievements:
 - Developed and implemented front-end and back-end components of web applications.
 - Collaborated with a team of developers to design user-friendly interfaces and optimize backend functionality.
 - Gained proficiency in multiple programming languages and frameworks.

2. Salesforce Intern

- ISS Group

- Duration: 3 months
- Responsibilities and Achievements:
 - Assisted in the customization and implementation of Salesforce solutions for business processes.
 - Participated in the analysis and troubleshooting of system issues to enhance overall operational efficiency.
 - Developed skills in CRM software and cloud computing services.