

MOHAMAD KHEIRELINE

Front End Developer

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Summary

As a Computer Science graduate with hands-on experience in building web applications using React, TypeScript, and Next.js, I have a strong foundation in modern web development. Through my internship and personal projects like the Tetris game and Restaurant website, I've developed a keen eye for writing clean, maintainable code and solving complex problems. My ability to quickly learn and apply new technologies makes me well-suited for a dynamic role in your company where innovation and efficiency are key.

Experience

Boomowl

Lebanon

Web Development Intern

04/2024 - Present

Boomowl is a medium-sized technology company specializing in web and mobile development. The company provides custom digital solutions using modern frameworks like React, Next.js, and mobile technologies, serving clients across various industries. Their expertise spans both startups and established businesses, offering global services in building responsive web applications and mobile apps.

Education

Lebanese University - Faculty of Science

Bachelor in Computer Science

2023 - 2025

Programming Skills

Technical Skills • HTML5 • CSS • Javascript • Responsive Design (Flexbox, Grid) • DOM Manipulation, Web APIs

Frameworks and Libraries: • React.js (Component-based architecture, Hooks) • Next.js (Server-side rendering, Static site generation) • TypeScript (Static typing, Type safety)

Version Control • Git (Branching, Merging) • GitHub/GitLab (Project collaboration, Pull requests)

Project Management & Collaboration: • Agile • Jira

Soft Skills • Strong Communication (Collaboration during the internship) • Teamwork

Languages

English Proficient ●●●●●

French Intermediate ●●●●●

Arabic Native ●●●●●

Interests & Hobbies

Open-source contributions and building web applications using React and Next.js.

Enjoying fitness activities such as going to the gym and running to maintain a healthy lifestyle.

Capturing moments through photography, with a focus on urban and tech-related subjects.

Projects

Tetris Game

Boomowl

04/2024 - 06/2024

During my internship, I developed a Tetris game using HTML, CSS, and JavaScript. This project involved creating core game mechanics, including falling tetrominoes, collision detection, and line clearing. I designed a responsive user interface and integrated basic scoring and level progression features. This project enhanced my skills in game development and front-end design, demonstrating my ability to handle complex logic and create engaging user experiences.