Fatima Jouni

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SUMMARY

Computer Engineer graduate experienced in building web and mobile applications using modern programming languages and frameworks. Skilled in programming, database management, and networking, with hands-on experience in building applications and working on real world tech projects. Capable of designing and developing efficient, scalable applications while ensuring seamless user experiences. Strong analytical thinking, adaptability, and a passion for continuous learning. Enthusiastic about developing smart solutions and growing with the evolving tech landscape.

EXPERIENCE

Full Stack Intern | Lead by Tech   July 2024 – Present

1-UI/UX Design for Generator Mobile Application (Figma)

Designed a user friendly interface for a generator monitoring mobile app using Figma. Focused on usability and real time status display for power generators, including key screens and user flows.

2-School Website Design and Development

Created the full UI design for a school website using Figma, then implemented the front-end using Tailwind CSS. Ensured the website was responsive and visually consistent with modern UI standards.

3-Laravel Backend Development

Gained hands on experience with Laravel to build and manage backend logic, APIs, and database interactions. Learned key concepts such as routing, Eloquent ORM, authentication, and CRUD operations.

4-Mobile App Development with Kotlin & Flutter (Ongoing)

Currently learning Kotlin and Flutter to enhance cross-platform mobile app development skills. Working on building real-world apps to apply modern mobile development practices.

PROJECTS

1- Flight Booking System (Java, XAMPP/MySQL)

Developed a flight booking desktop application using Java in NetBeans, allowing users to select flights, view available times and meals, and reserve specific seats. Integrated MySQL through XAMPP for real-time data handling and storage.

2-Carvice: Mobile Application (Kotlin &Firebase)

A mobile application that allows users to book car services by selecting preferred dates and times at nearby branches, and request roadside assistance using real-time GPS tracking. Built with Kotlin and Firebase, the app supports user authentication, service booking, technician assignment, and location-based emergency handling.

3-C Programming Projects – 42 Beirut Piscine

During the 1 month Piscine program at 42 Beirut, I developed a solid foundation in C programming through hands-on projects and daily challenges, and learned to solve problems efficiently under time constraints. The program also emphasized peer learning, where I collaborated with others and participated in a structured peer-review system to enhance code quality and critical thinking.

EDUCATION

BS in Computer Engineering (spring 2025 graduate) at Lebanese International University - Beirut   September 2021-July 2025

TECHNICAL SKILLS:

Programming Languages: C, python, C#, java, SQL(MY-SQL), JavaScript, HTML, CSS, PHP, Kotlin, Wordpress
Frameworks: Laravel, React, Tailwind CSS
Tools: Figma, XAMPP
Algorithms & Problem Solving: Time complexity, Algorithms analysis
Data structures: Linked Lists, Trees, Graphs, Hash Tables

COMMUNUCATION SKILLS:

1- Member in IEEE LIU Student Branch

SOFT SKILLS

Problem Solving   Communication   Teamwork & Collaboration   Time Management   Leadership   Critical Thinking   Creativity

LANGUAGES

Arabic(native)   English (Professional working proficiency)