Ayman Kacan

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Objective

A dedicated computer science student with a passion for learning, interested in the fields of technology, software engineering, artificial intelligence (AI) and machine learning.

Education

LEBANESE AMERICAN UNIVERSITY (LAU) Byblos, Lebanon:	September 2023 – May 2026
Bachelor of Science in Computer Science	CGPA: 3.98/4.0 (Dean's List - Honors Program)
AL MANAR HIGH SCHOOL Tripoli, Lebanon:	Track: Life Sciences (SV)
High School Diploma	Grade: 19.17/20 (8th in Lebanon)

Experience

LEBANESE AMERICAN UNIVERSITY (LAU) Byblos, Lebanon: September 2024 – Present

University affiliated tutor for the MTH207-Discrete Structures 1 course – LAU Tutoring Services

Related Skills: Mathematical logic, teaching, problem-solving, communication

FREELANCE Byblos, Lebanon: September 2024 – Present

Private tutor for MTH207-Discrete Structures 1 and ENG202-Advanced Academic English – Self Employed

Related Skills: Mathematical logic, English, academic writing, formal language, proofreading, teaching, problem-solving, communication

Skills

Programing Languages: Java, Python, C, SQL, PL/SQL, MIPS assembly, Verilog HDL

Courses: Intro. to Object-Oriented Programming, Objects and Data Abstraction, Algorithms and Data Structures, Database Management Systems, Computer Organization, Operating Systems

Topics of interest: Data Science & Analytics, Artificial Intelligence & AI Applications, Machine Learning and Computer Vision, Backend Development, App Development

Languages: English (Native), Arabic (Native), French (Proficient)

Projects

- **Battleship Game (MIPS):**
  - A simple, Battleship style game written entirely in MIPS assembly using the MARS environment as a final project for the Computer Organization course (group of 3 project).
- **Supervised Learning Projects with ensemble techniques (Python):**
  - A series of 3 supervised machine learning models encompassing classification (heart failure risk), regression (housing prices), time series analysis (weather forecasting) and ensemble learning methods, employing the use of libraries such as Scikit-Learn, Pandas, Prophet, Matplotlib, NumPy and Seaborn.
- **Advanced Handwriting Recognition (Python):**
  - A convolutional neural network (CNN) trained to recognize corrupted images of handwritten characters with 99% accuracy, implemented using libraries such as Keras and TensorFlow.