Bashar Saad
Computer Science Graduate

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Skills
- **Programming**: HTML, CSS, JAVA, C, PHP
- **Database**: MySQL, PhpMyAdmin
- Microsoft office: Word, PowerPoint, Visio, Excel
- OS: Windows, Linux/Unix
- Problem solving and critical thinking.

Objective
To land a job in computer science that will let me use the knowledge I've learned in university, the coding skills I've honed, and the problem-solving skills I've developed. I'm excited to contribute to creative projects, work with talented teams, and continually improve my abilities in a work

Volunteer Work
Development for Life and Peace volunteer as a first aid responder.
Dates of Involvement: July ,2021 - Present

Education
BS in Computer Science
Lebanese International University 2020-2023
Graduated in September 2023
Average: 80%
5 certifications within those 3 years

Courses and Certificates
- CCNAv7: Introduction to Networking
- IT Essentials
- CSIT430: Internetworking and Routing Protocols
- Network Security
- CCNA Routing and Switching

Projects
1. Online Ordering System (Senior Project):
   - **Description:**
   - Web application will be able to allow our costumers to access various restaurants and be able to order their favorite dishes .
   - A costumer will be able to sign up first and then login into the app.
   - After the user successfully logs in , he can access the restaurants page and choose where he wants to have dinner from , from a single restaurant the costumer can full his cart with the dishes he desires , the user after that can complete his payment and check the status order.
   - The backoffice team received this order from the costumer , for the backoffice team our platform exposes an administrator web application, that is used to manage the restaurants data , dishes, users, and update order records.

   - **Admin Pannel :**
   - Dashboard
   - Users
   - Stores
   - Menu
   - Orders

   - **Technologies used:**
   - HTML , Css , php , scss , javascript , wampserver , phpmyadmin .

2. Software engineer: Car Rental System:
   - It is a web-based system for online car renting.
   - This system enables companies to share their products online publicity.
   - It includes functional/non-functional requirements, use case diagram, use case narrative, ER/context/data flow diagrams.

3. Hangman Application:
   - It demonstrates the usage of python, and the differences between python and other languages.
   - Players guess a word that is selected at random in the text-based Hangman game for Python.

Experience

Internship at Ciatek IT Services
Duration : January 30th – March15th

- Developed proficiency in Django, Javascript , React during the internship.

- Completed four projects showcasing practical application of acquired skills.

- Completed the following projects:

- o POS System: Built a Point of Sale (POS) system using React, which included features such as inventory management, sales tracking, and payment processing.

- o Amazon Clone: Created a responsive web application using HTML and CSS to replicate the user interface of Amazon, including product listings, shopping cart functionality, and user authentication.

- o To-Do List: Developed a dynamic to-do list application using React, allowing users to add, edit, and delete tasks, set deadlines, and mark tasks as completed.

- o Restaurant Menu Display: Designed a simple restaurant menu display using Django, showcasing menu items, prices, and descriptions in an organized and visually appealing manner.

- Collaborated with a team to deliver high-quality solutions within project timelines.

- Features of the game include word selection, an easy-to-use user interface, handling of guesses, a hangman figure produced for bad guesses, a game loop for repeated guesses, and win/lose conditions.
- Functions for selecting a word, displaying the word with predicted letters, and managing game logic are all part of the code structure.
- When guessing, players input letters, and the game gives them feedback on their guesses—both right and wrong.
- The player keeps playing until they guess the word correctly or run out of attempts, whichever comes first.
- The code offers a basic framework for a Python Hangman game and can be expanded for further features.
    4. Guess the number:
- It is programmed using Java
- The code structure involves functions for generating the random number, handling user input, and checking win/lose conditions. Overall, it provides a simple yet engaging number-guessing game in the Java programming language.
- The project also contains comparison between python and C#
    5. Sahara website:
- It's a backend website
- It contains signup and login page
- Images about sahara and descriptions about it with animation
- Records of the signup and login page will be saved in phpmyadmin.
    6. Mobile Application: Parking Application
- It is a java application with database
- It is used to register parking lot for a car.
- Every parking lot that is registered will be saved in the database and cannot be registered anymore.