

# Tarek Z. Al Saleh

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## PROFESSIONAL SUMMARY

Third-year Computer Science student at the Lebanese American University (GPA 3.82), in the Dean's High Distinction List and the Honor's Program. Experienced in Full Stack Web Development through working as a Frontend Intern at CodeWithSerah.org and building multiple projects and freelance work. Proficient in Java, Python, JavaScript, React.js, Tailwind CSS, REST APIs, and SQL. Currently learning Flutter and mobile development with Kotlin and Android Studio, while strengthening backend skills in Spring Boot and API integration with Postman.

## SKILLS

**Languages:** Java, Python, JavaScript, Kotlin, C#, C, HTML, CSS, SQL

**Frameworks & Libraries:** SpringBoot, React.js, Express.js, Tailwind, FastAPI, Streamlit, Unity, Pandas, NumPy, Matplotlib

**Tools & Platforms:** Git, GitHub, Postman, Swagger, Android Studio, MongoDB, MySQL, PostgreSQL, OpenCV.

**Development:** Full Stack Web & Mobile Development, RESTful API Design, OOP, Agile/Scrum, UI/UX, Machine Learning

**Currently Learning:** Flutter, Kotlin (Advanced), Android Studio, Swagger

## EDUCATION

### LEBANESE AMERICAN UNIVERSITY - LAU

Byblos, Lebanon

*B.S. in Computer Science*

Sep 2023 - May 2026 (anticipated)

- **Concentration:** Full Stack Development
- **GPA:** 3.82/4.00, **Dean's Distinction List – Honor's Program**

**Related Coursework:** Data Structures & Algorithms in **Java & Python & C#**, Computer Organization (**C & MIPS Assembly**), Artificial Intelligence, Software Engineering, Object-Oriented Programming, Database Management in **PostgreSQL & MySQL**, OS, Discrete Math, Calculus, Linear Algebra.

## EXPERIENCE

### Summer Sprint Boot Camp Trainee

Online

*AI & Software Development Training Program with SprintOS, CodewithSerah.org & NEU-Cyprus*

July 2025

- Completed a 2-week hands-on bootcamp focused on AI, ML, LLMs, Lang Graph agents, and n8n automation.
- Built News4LazyDudes, a Telegram bot that summarizes and translates news using LLMs, n8n and Python.
- Collaborated in a team sprint and participated in expert-led workshops from Meta and industry professionals.

### Front-End Web Development Intern

Beirut, Lebanon (Remote)

*CodeWithSerah.org*

Jan 2025 – Apr 2025

- Completed an internship focused on modern full stack development using HTML, CSS, Tailwind, & React.js.
- Built interactive frontend projects and practiced responsive design with Flexbox, Grid and media queries.
- Gained backend exposure through web scraping (BeautifulSoup), data handling (NumPy, Pandas, Matplotlib).
- Developed full-stack apps by integrating APIs (FastAPI) with React-based UIs.

### Data Automation Developer (Contract Project)

Tripoli, Lebanon

*2-month contract-based work with Danish Refugee Council (DRC)*

Jan 2025 - Mar 2025

- Developed a **Python-based AI automation tool** using **Streamlit** and **Gemini API** to extract structured data from humanitarian interview transcripts, enabling rapid form population.
- Converted natural language inputs into structured JSON outputs to **autofill 7 forms**, reducing data entry **by 90%**.
- Improved reporting **efficiency by 200–250%** with a **95% accuracy rate**, as confirmed by the operations team.

## PROJECTS

### Billing System – Full-Stack Desktop Application

Jun 2025 - Jul 2025

*Freelance Project*

- Delivered a complete desktop billing solution with a Tkinter-based GUI supporting customer, inventory, order, and billing management.
- Integrated UI, database (SQLite), and backend logic using Python and Tkinter, and generated multilingual invoices (PDF, Arabic support) to deliver a fully functional billing system.
- Developed and optimized database schema and queries to handle customers, items, bills, and billing details with secure CRUDS functionality.
- Implemented robust search, validation, and interactive features to streamline order workflows and improve working experience.

**News4LazyDudes – Telegram News Aggregator Bot**  
**Sprint Summer Bootcamp Project**

**Online**  
July 2025

- Developed, in a team of 5, a Telegram bot that scrapes, summarizes, and translates Al Jazeera news articles into Arabic, enhancing news accessibility.
- Implemented commands including /start, /search & /categories with inline keyboard support for smooth navigation.
- Utilized BeautifulSoup for web scraping, OpenAI GPT-3.5 for generating concise summaries, and DeepL API for accurate Arabic translations.
- Integrated the Telegram Bot API with asynchronous Python to ensure smooth, scalable, and real-time interactions.

**ASKOD – Full-Stack Software Engineering Project**  
**Software Engineering Course – Final project**

**LAU, Lebanon**  
Feb 2025 - May 2025

- Collaborated in a 5-member Agile team to design and build a creative, multi-service educational web platform that connects learners with personalized resources, tutoring services and internship/project opportunities.
- Developed and styled responsive **front-end UI** using **React.js & Tailwind CSS** while contributing to platform logic, dynamic user flows, and responsive design.
- Increased user engagement during testing phase by refining component layout and navigation clarity.
- Defined and implemented data schemas for user accounts, course bundles (Core, Pro, Premium), tutoring sessions, and project listings using **PostgreSQL**.
- Contributed to sprint planning, user stories, **UML** modeling (**ERD**, activity, state, use case, and sequence diagrams), and full **SDLC** documentation.

**Path of Ruin – Unity Game Development Project**  
**Game Programming Course - Final Project**

**LAU, Lebanon**  
Apr 2025 - May 2025

- Co-developed a 2D top-down narrative adventure game in Unity (C#) featuring meaningful interaction, puzzle-solving, and emotional storytelling.
- Led and contributed to every major aspect of development: gameplay logic, UI, HUD, map design, audio, character movement, and dialogue.
- Delivered final build with pixel art visuals, ambient audio, and full game flow; managed milestones, collaboration, and GitHub version control.

**AI Searching Agents for Pacman Game**  
**Artificial Intelligence Course – Final project**

**LAU, Lebanon**  
Mar 2025 - May 2025

- Engineered an intelligent Pacman agent using DFS, BFS, UCS, A\* with custom heuristics & hill-climbing greedy approaches to optimize pathfinding for diverse game scenarios.
- Achieved 30–50% faster decision-making in high-complexity levels by implementing adaptive greedy strategies.

**Image Upscaling AI Model**  
**Machine Learning Competition (CodewithSerah.org)**

**Tripoli, Lebanon**  
Feb 2025 - Apr 2025

- Designed an image resolution pipeline using Python, Pandas, OpenCV & Scikit-learn.
- Used KNN for pixel prediction, achieving 97% color accuracy and 300% resolution improvement while optimizing runtime for batch processing.
- Gained hands-on skills in data preprocessing, modeling, and evaluation.

**Multibite – UX/UI Data-Driven Front-End Project**  
**CodeCrafters BootCamp**

**Online**  
Aug 2024 - Sep 2024

- Led Frontend development and UI/UX design for a multi-vendor food delivery platform named MultiBite, streamlining user flows and interface responsiveness.
- Delivered a fully responsive interface within a 5-day sprint using **HTML**, **CSS**, and **JavaScript**, optimized for scalability and future API integration.
- Designed structured layout components with reusable classes, ensuring cross-device compatibility and a smooth user experience.

**Multiplayer Shooter Assembly Game**  
**Computer Organization - MIPS Final Project**

**LAU, Lebanon**  
Jan 2024 - May 2024

- Developed a 2D multiplayer shooter game, named BattleShip, in MIPS assembly featuring a unique risk-based shooting mechanic that introduces randomized target selection.
- Designed and implemented core game logic, ship movement, and shooting mechanics.