

Jean Paul Choukrallah

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Blat - Jbeil, Lebanon

PROJECTS

Demo Shop – Ecommerce Website - Creator & Developer (FOO_ Internship)

May 2025 – August 2025

- Developed a full-stack e-commerce platform with a modern and responsive design, supporting both web and mobile users.
- Frontend: Built using Angular for dynamic UI and seamless user experience.
- Backend: Developed with Laravel, implementing secure RESTful APIs and business logic.
- Database: Integrated MySQL for structured and efficient data management.
- Server: Deployed and tested locally using XAMPP.
- Cross-Platform Support: Utilized Ionic and Progressive Web App (PWA) technologies to ensure compatibility across web and mobile devices with offline capabilities.
- Development Process: Followed Agile methodologies with iterative development, regular sprints, and backlog refinement for efficient and flexible project delivery.

ByteForBite – Food Donation Platform - Creator & Developer

Jan 2025 – May 2025

- Implemented a full-stack Android/Web application to connect food donors (restaurants) with NGOs and individuals in need.
- Applied Agile Methodologies using the Scrum framework, including backlog creation, sprint planning, and retrospectives.
- Participated in requirement analysis, designing the PostgreSQL database, and building both frontend (HTML/CSS) and backend logic.
- Developed a user-friendly web interface focused on accessibility and intuitive design.

Pac-Man AI Game - Developer

Mar 2025 - Apr 2025

- Built a interactive Pac-Man game in Python using Pygame and object-oriented design principles.
- Implemented various search algorithms (DFS, BFS, UCS, A*) to control Pac-Man's movement intelligently and efficiently.
- Optimized the game's performance and visual interface to enhance the user experience.

Snake Game – Python Final Project - Developer

April 2022 - June 2022

- Created a classic Snake game using Python as a demonstration of early programming skills.
- Won First Prize in the school-wide coding competition.
- Showcased basic logic implementation, score tracking, and collision detection.

EDUCATION

Lebanese American University - Bachelor of Science, Computer Science

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August 2023 - May 2026, GPA: 3.83 / 4.00

Awards

- Dean's List (Fall 2023, Spring 2024, Fall 2024, Spring 2025)
- USAID HESII Scholarship

Relevant Courses

- Software Engineering
- Artificial Intelligence
- Theory of Computation
- Algorithm and Data Structures
- Object and Data Abstraction

Rosary Sisters School - Lebanese Baccalaureate, Life Sciences

2008 - 2023

Average: 19.05/20

- Valedictorian (Grades 10-11-12)

SKILLS

- Programming Languages: Python, Java, C, HTML/CSS/SCSS, JavaScript, Laravel, Angular, PHP, jQuery, Assembly, Bootstrap, n8n
- Database Systems: PostgreSQL, MySQL
- Web Development: HTML/CSS, JavaScript, Laravel, Angular, PHP, jQuery, Bootstrap, Ionic, PWA
- Software Tools: Visual Studio Code, Jupyter, Microsoft Office, WAMP/XAMPP, Git/GitHub, Docker
- Concepts: Agile Methodologies (Scrum, Kanban) , Software Development Life Cycle

CERTIFICATIONS

- Millennium Fellowship Project Certificate - United Nations Academic Impact (2025)
- Beirut Marathon Volunteering (2024)
- SWIM Beach Cleaning Initiative (2023, 2024)
- Online Certificate in HTML, Python, Linux (2024)
- Python Final Project Award – First Prize (2022)

ACTIVITIES

- Scout Member (2015–2019): Leadership, teamwork, critical thinking, and time management
- Volunteer Work (2023–Present): Focus on community service and soft skills/ Students mentoring and tutoring (volunteered with LifeSculpture, SWIM, LAU SRO, Bonheur du Ciel, RedCross Lebanon)
- Workshops in Various Subject: Dance, technology , presentation skills, self motivation, and more
- Chorus & Acting : Enhanced communication, self esteem, and confidence