

Hassan Bazzoun

Software Engineer

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Professional Summary

Motivated Software Engineer with experience across multiple technologies. Comfortable working with APIs, microservices, databases, and modern development tools. Quick learner, adaptable, and committed to writing clean, reliable code.

Skills

Backend Development: Java (17/21), Spring Boot, Spring MVC, Spring Data JPA, Hibernate, REST APIs, Microservices, gRPC, Kafka, Redis, Message Queues, WebSockets

Databases: PostgreSQL, MySQL, MongoDB, Apache Cassandra, Firebase Firestore

Cloud & DevOps: Docker, LocalStack, Google Cloud Platform, Firebase, Git, GitHub, GitLab CI/CD, Gradle, Maven

Testing: JUnit 5, Mockito, MockK, Robolectric, Espresso

Frontend & Mobile : Jetpack Compose, Kotlin Multiplatform, Native Android Development

Programming Languages: Java, Kotlin, Python, JavaScript, C++, PHP, C#

Languages: English (Fluent), Arabic (Native)

Professional Experience

Freelance Software Engineer

2023 – 2025, Lebanon

- Built full-stack applications handling both backend and client features.
- Performed QA testing, debugging, and end-to-end validation.
- Modernized legacy code

Android Engineer Intern — FOO.mobi

06/2025 – 09/2025, Beirut, Lebanon

- Gained hands-on experience with Kotlin Multiplatform, contributing to foundational and advanced mobile applications.
- Built applications featuring complex animations, interactions, and modern UI patterns.
- Developed reusable Kotlin Multiplatform libraries to improve modularity and reusability across projects.
- Collaborated with the team to enhance code quality and project structure.

Selected Projects

Patient Management System — Java/Spring Boot Microservices

Tech: Java 21, Spring Boot, Kafka, gRPC, Protocol Buffers, Redis, Docker, PostgreSQL, MongoDB, Gradle, OpenAPI/Swagger, LocalStack, AWS

- Built distributed microservices handling patient records, billing, analytics, and notifications.
- Implemented inter-service communication using both REST and gRPC.
- Used Kafka for asynchronous event streaming and Redis for caching and performance optimization.
- Containerized services with Docker and simulated cloud infrastructure using LocalStack.
- Designed APIs with OpenAPI/Swagger and wrote automated tests using JUnit.

PlaceMap Lebanon — Android App

Tech: Kotlin, Jetpack Compose, Firebase Firestore, Analytics, RoomDB, Material 3, Google Maps SDK

- Built a mobile app enabling users to explore locations in Lebanon using interactive maps.
- Implemented bookmarking, ratings, and offline caching with RoomDB.
- Integrated Firebase for analytics and fast data retrieval.
- <https://play.google.com/store/apps/details?id=com.xcodebn.placemaplebanon>

Education

Master of Science in Computer Science — Lebanese International University

03/2022 – 07/2025

Bachelor of Science in Computer Science — Lebanese International University

09/2017 – 05/2021