

LARA BASSAM

Software Engineer

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SUMMARY

Front-end developer and Computer Science student, specializing in building responsive and high-quality web applications using React, Next.js, and TypeScript. Skilled in full-stack development with Node.js, Express, and MongoDB, as well as cloud deployment using Firebase. Passionate about creating intuitive user interfaces and bringing digital products to life through thoughtful design and strong technical execution.

EDUCATION

Bachelor of Science in Computer Science

Rafik Hariri University - 2021 - 2026

SKILLS

Front-End:

[React.js](#) [Next.js](#) [TypeScript](#) [JavaScript](#) [HTML5](#) [CSS3](#) [Responsive UI](#) [Three.js](#)

Back-End:

[Node.js](#) [Express.js](#) [REST APIs](#) [MongoDB](#) [Supabase](#) [Firebase](#) [Python](#)

Design:

[Figma](#) [Blender](#) [UI/UX](#)

Tools, DevOps and Automation:

[Git](#) [GitHub](#) [Docker](#) [Pandas](#) [Selenium](#) [Web Scraping](#)

PROJECTS

MyUiKits - Full-Stack Production Platform

A real-world UI component management platform with user authentication, onboarding flows, Figma export, AWS S3 asset storage, and full CRUD operations.

- Built with server-side rendering (SSR) in Next.js to improve performance, SEO and hosted on AWS for scalable, reliable deployment.
- Designed a scalable UI architecture in Figma, solving complex component-structure challenges.
- Debugged user flows, optimized state management, and ensured stable onboarding and editing features.
- Live website: myuikits.dev

World Bites- Interactive Recipe Web App

A feature-rich cooking assistant with step-by-step recipe guidance, integrated timers, animated interactions, and custom 3D assets created in Blender.

- Fully designed the website in Figma, focusing on delight, interactions and user engagement.
- Built interactive recipe flows, timers, animations, and 3D UI elements.
- Live website: [World Bites](https://world-bites.com)

Joy Beirut - café Brand Website

A modern front-end website built for a local café brand, focused on clean design, and a smooth browsing experience.

- Implemented clean UI components, menu sections, and interactive elements to enhance user experience.
- Focused on simplicity, readability, and aligning visuals with real-world brand storytelling.

Dubizzle Data Engineer – Automated Resale Potential Predictor

A daily automated scraping system that collects product listings and predicts top resale opportunities based on data patterns

- Designed a model that improves its recommendations as new data is collected, increasing prediction reliability.
- Processed and cleaned large datasets to generate accurate top-5 resale candidates each day.
- Implemented machine learning methods to train the system to read, parse, and rank listings more accurately over time.

A path-finding Algorithm game

A 2D shooting game built with improved enemy logic using the A-star algorithm for accurate movement.

- Implemented A-star pathfinding to enhance realism of enemy positioning.
- Designed gameplay interactions, movement, and collision logic.

LANGUAGES

English – fluent

Arabic – fluent