

Miryam Harajly
Computer Science
Beirut, Lebanon · +961 81338640 · miryamharajly@gmail.com

Professional Summary

Ambitious and detail-oriented Computer Science student with strong hands-on experience in full-stack development, object-oriented programming, and mobile/web application design. Proficient in a wide range of technologies including Java, JavaFX, Flutter, Laravel, and .NET. Developed multiple real-world applications such as food delivery systems, task managers, and AI-based games. Completed an internship at XpertBot, contributing to a production-level mobile app using modern frameworks. Solid background in data structures, artificial intelligence, and software engineering. Eager to join dynamic teams and contribute to impactful software solutions.

Professional Experience

- Full-Stack Food Delivery App – Flutter (frontend), Laravel (backend), MySQL. Developed a real-world food delivery mobile application as part of an internship at XpertBot. The system included three roles: Admin, Customer, and Delivery Driver. Implemented user authentication, role-based dashboards, delivery assignment, order tracking, and push notifications. Emphasized modular backend logic with Laravel, responsive UI with Flutter, and structured storage using MySQL. Internship at XpertBot. Jun 2024 – Aug 2024
- JavaFX Bank Management System – Full-stack desktop app. Created a full-featured desktop banking system using JavaFX with modules for account creation, transaction management, and balance tracking. Designed a modern user interface with tables, input forms, and alert dialogs. Applied clean object-oriented design and modular components for scalability. Mar 2023 – Apr 2023
- Java Console App – Restaurant Management System. Developed a console-based restaurant management system using Java and OOP, with functionalities for managing orders, menu items, and billing. Structured the code with reusable methods and followed functional programming principles. Feb 2023 – Mar 2023
- Hotel Management System – Data Structures project. Designed and developed a hotel management system using custom data structures like linked lists and binary trees. Implemented booking, availability, and room management logic. Apr 2023 – May 2023
- AI-based Games – Artificial Intelligence course project. Created two AI-powered games implementing basic decision-making, rule-based logic, and pathfinding algorithms. Developed as part of academic coursework in AI. Nov 2023 – Jan 2024

- Football Player Prediction Model – Data Analysis project. Developed a machine learning model that predicts whether a football player should be signed (Yes/No) based on specific features. Built a website interface allowing users to enter attributes and get model results. Feb 2024 – Mar 2024
- Computer Shop Website – HTML, CSS, JavaScript. Built a responsive website with category browsing, product filtering, and cart functionalities. Applied modern front-end techniques for user experience and mobile responsiveness. March 2023 – Apr 2023
- Delivery Web Application – Laravel (Full-stack). Developed a delivery platform with dashboards for Admin, Client, and Delivery roles. Included CRUD operations, order status tracking, and notifications. March 2024 – Apr 2024
- Task Manager App – Dotnet (backend), React JS (frontend), MySQL. Built a full-stack task management system with user roles, task creation, editing, status updates, and filtering. Applied MVC principles and REST APIs. Feb 2025 – Mar 2025

Education & Qualifications

Bachelor's Degree in Computer Science

Antonine University, Lebanon

Graduated: June 2025

Skills

- **Programming Languages:** Java, JavaFX, C++, Dart, HTML, CSS, JavaScript, Python
- **Frameworks & Technologies:** Flutter, Laravel, .NET, ReactJS, Node.js, Express.js
- **Databases:** MySQL, MongoDB
- **Tools & Platforms:** Git, Postman, Visual Studio Code, Android Studio, Firebase, Azure Boards
- **Concepts & Methodologies:** Object-Oriented Programming (OOP), MVC Architecture, RESTful APIs, Agile Development, SDLC

Languages

- Arabic – Native
- English – Fluent
- French – Good