

Lea Saleh

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Education

Université Saint Esprit de Kaslik, USEK

Bachelor in Computer Engineering
GPA

Kaslik, Lebanon
Expected to graduate in
2028

SSCC Bauchrieh

Lebanese General Secondary Certificate in Life Sciences

Beirut, Lebanon
2008-2023

DELF B2

Degree in the French language

Beirut, Lebanon
2022

Experience

Brand Ambassador- BOB Finance

Beirut, Lebanon
2024

- Promoted Bob Finance products and services, increasing brand awareness and engagement.
- Built and maintained strong relationships with clients and community members.
- Coordinated marketing campaigns and events to drive user acquisition.
- Collected feedback to improve customer experience and brand messaging.

Game Master- Codex Adventure

- Hosted and managed escape rooms and board game sessions, ensuring engaging experiences for clients.
- Explained complex game rules clearly and guided players through gameplay.
- Organized and ran solo events, including trivia nights and themed game sessions.
- Provided excellent customer service, collecting feedback to improve events and player satisfaction

Jal-El-Dib, Lebanon
2025

Skills

Programming Languages:

- Java
- C++

Web Technologies:

- HTML
- JavaScript
- CSS
- PHP

Databases:

- SQL (Oracle, MySQL)

Tools:

- VS Code
- Microsoft Office
- Multisim

- Github

Languages:

- Arabic (Native)
- French (Fluent)
- English (Fluent)

Projects

Web Research Project

- Developed a website using HTML, CSS, JavaScript that highlights the development of the web.

Temple Run Game

- Built the backend for a Temple Run–style endless-runner game, handling real-time game state updates and event processing.
- Developed server-side features including player sessions, scoring logic, obstacle generation, and reward mechanics.
- Conducted full functional and non-functional analysis for a Temple Run–style backend, including use-case and activity diagrams, class and sequence modeling, CRC cards, and a CRUDE matrix to define game logic, data flow, and system interactions.
- Implemented authentication and leaderboard functionality to enhance user engagement and competitiveness.

Ticktacktoe Web Game

- Developed a fully interactive Tic-Tac-Toe web game using HTML, CSS, and JavaScript, implementing responsive UI design, game logic, win detection, and smooth user interactions.

Found and lost Hub

- Built a Found & Lost Hub using an HTML/CSS/JavaScript front end for form handling and client-side data submission, paired with a PHP back end that processed JSON requests, interacted with the database, and returned structured XML responses.