Mohamad Abbass

42 Student – Level 11

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Education

42 Beirut - Level 11   **2024 – 2025**
Completed the 42 Core Curriculum - Architecture of Digital Technologies Program

Lebanese University   **2019 – 2023**
Bachelor in Computer Science

Experience

CMA-CGM Company   **August 2025 – December 2025**
Software Engineer Intern   *Beirut, Lebanon*

- Developed internal web tools using React for the frontend and Node.js / Java Spring Boot for backend services.
- Collaborated with senior engineers using Git and Agile practices to deliver features and resolve production issues.

Selfborn AI Startup Inc   **April 2025 – August 2025**
Front End Developer Intern   *Tripoli, Lebanon*

- Built and improved the frontend of the core product using React and Supabase (Auth, Database, Storage).
- Implemented responsive UI component.
- Worked closely with founders and developers using Git, participating in task planning and code reviews.

Selected Projects

Neon Pong | Multiplayer Pong Game Platform   **April 2025**

- Developed a real-time multiplayer Pong game using Vanilla TypeScript and Node.js (Fastify).
- Designed a microservices architecture with nginx including auth service, game session service, tournament system and chat system similar to WhatsApp for private messaging and match coordination..
- Implemented friend requests and friend challenges allowing users to invite contacts directly to matches.
- Implemented matchmaking (ELO-based), remote gameplay synchronization, and tournament brackets.

ft_irc | IRC Server Implementation   **January 2025**

- Built a fully functional IRC server in C ++ following the RFC specifications.
- Implemented user authentication, channels, private messaging, and server-client communication using sockets.

Inception | Docker-Based System Infrastructure   **December 2024**

- Designed and deployed a multi-container environment using Docker and Docker Compose.
- Configured services such as NGINX, WordPress, and MariaDB with volume persistence and network isolation.

Minishell | Bash-like Shell   **September 2024**

- Developed a simplified Unix shell supporting piping, redirections, environment variables, and built-in commands.
- Focused on process management, signal handling, memory safety, and adherence to POSIX standards.

Technical Skills

Languages: Java, C, TypeScript, HTML/CSS, SQL
Developer Tools: VS Code, Intellij IDEA
Technologies/Frameworks: React, Node.js, Spring Boot, Fastify, Supabase, Git/GitHub, Linux, Junit, TailwindCSS
Project Management tools: JIRA, Agile/Scrum