Chris Pierre Tannous

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PROFESSIONAL SUMMARY

High-achieving Computer Science graduate from Arab Open University with a GPA of 3.68. Recognized by university faculty for academic excellence and outstanding performance in software development projects. Proficient in Java and Python with a strong foundation in Object-Oriented Programming (OOP) and web technologies. Highly motivated to leverage technical skills in a professional environment while pursuing an MSc in Cybersecurity.

EDUCATION

Bachelor of Science in Computer Science | Arab Open University (AOU) *Graduated: January 2026*

- **GPA:** 3.68 / 4.00 (Distinction/Honors)
- **Relevant Coursework:** Object-Oriented Programming, Web Development, Data Structures & Algorithms, Network Fundamentals.

MSc in Cybersecurity (Upcoming) *Planning to commence studies in February 2026*

TECHNICAL SKILLS

- **Languages:** Java (Advanced), Python, C#, JavaScript.
- **Web Technologies:** HTML5, CSS3, Front-end Logic.
- **Core Concepts:** Object-Oriented Programming (OOP), Collision Detection Algorithms, Data Structures, Dynamic Content Generation.
- **Tools:** IntelliJ, NetBeans, VS Code, Spyder.

SOFT SKILLS & COMPETENCIES

- **Analytical Troubleshooting:** Strong ability to diagnose and debug complex code errors by systematically reviewing logic and leveraging technical documentation and external resources (e.g., StackOverflow, Developer Forums).
- **Agile Time Management:** Experience breaking down large-scale projects (like full-game development) into weekly milestones to ensure steady progress and deadline completion.
- **Self-Motivation & Autonomy:** Proven ability to work independently as a sole developer, managing all aspects of the software lifecycle from design to implementation without constant supervision.
- **Resilience & Adaptability:** Capable of handling setbacks in development by adjusting project scope and increasing work intensity to meet critical delivery dates.

KEY ACADEMIC PROJECTS

The Pixel Trial | Java-Based 2D Game Engine *Role: Sole Developer*

- Architected and developed a full-featured 2D platforming game from scratch using Java.
- **Advanced OOP Implementation:** Designed a complex class structure to manage game entities, ensuring modular code for the player, diverse enemy types, and environmental objects.
- **Game Physics & Logic:** Built custom algorithms for real-time collision detection and physics interactions without relying on pre-made game engines.
- **Systems Engineering:** Developed a robust inventory system and state management system to track player progress and items.
- *Note: Integrated third-party assets for sprites while focusing entirely on the backend logic and code architecture.*

E-Commerce Web Prototype | HTML & JavaScript

- Developed a responsive front-end interface for an online retail platform.
- **Dynamic Scripting:** Implemented JavaScript logic to create a randomized product showcase, ensuring a unique user experience upon every page load.
- Designed a user-friendly layout using HTML/CSS to simulate real-world e-commerce functionality.

LANGUAGES

- **Arabic:** Native
- **English:** Proficient