

MIRA FADI ABBAS

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Who Am I?

Computer Science graduate passionate about software development and problem solving, with hands-on experience building full-stack projects. Known for working effectively under pressure with a structured and analytical mindset. Strong communicator and collaborative team member, eager to apply technical skills and grow through encountered challenges.

EDUCATION

Sept 2004 TO June 2022

High School Diploma | Lycée Abdel Kader | Beirut, Lebanon

Graduated with the highest mention • Top of the class for several years

Aug 2022 TO May 2025

Bachelor of Science in Computer Science | American University of Beirut | Beirut Lebanon

Relevant courses taken: Java Programming and Data Structures • Discrete Structures • Computer Organization and Design • Design and Analysis of Algorithms • Software Construction in C and C++ • Database Systems • Theory of Computation • Web Programming and Design • Android Mobile Application Development • Game Development • Networking • Software Engineering • Computer Vision

PROJECTS

C++ Game Project

Developed a word-guessing game, called *spells*, with three difficulty levels, where the system predicts a word chosen by the player from a predefined list. Built using C++.

Web Development Project

Created a social media platform, *SportLink*, where sports enthusiasts can share activities, interact, and manage their profiles. Implemented the frontend using HTML, CSS, and JavaScript, and developed the backend with Node.js, Express, and MongoDB.

Android App Project

Designed *NetMeet*, an Android application that connects people with similar interests, enabling messaging and event scheduling. Developed the frontend using Java and XML in Android Studio, and built backend APIs using Python with a MySQL database.

Software Engineering Project

Developed *Eventure*, a full-stack web platform for managing university clubs and events with different features for organizers and students. Built the frontend using React and the backend using JavaScript and MongoDB. Collaborated in an Agile team environment using Jira, Figma, and GitHub.

Gaming Project

Developed a 2D dungeon simulation RPG, *Whispering Vale*, where players restore a magical village and uncover hidden secrets. Built in Unity using C# and tilemaps.

Computer Vision

Developed a computer vision project that tracks hand gestures and finger movements to control applications such as virtual piano playing, drawing, and 3D plotting. Implemented using Python.

EXPERIENCE

June 2020 TO Sept 2022

IT Assistant | Compustore | Beirut, Lebanon

Provided technical support, software installation, and troubleshooting assistance to customers.

Aug TO Oct 2023

Online Private Java Tutoring

Tutored students in Java programming, helping them understand the concepts and complete assignments.

May 2020 TO present

Data Analyst and Marketing Assistant | Part-Time job | Echeveria

Managed sales tracking, product data, and customer interactions. Actively participated in marketing events (ABC Verdun, wedding fairs, Jarak online events...), contributing to approximately 40% growth in sales.

SKILLS AND KNOWLEDGE

Programming languages: Java • C • C++ • JavaScript • Python

Frameworks: Node.js • Express • React

Databases: MySQL • MongoDB

Systems: Linux / Unix (command-line / VM environments)

Tools and Technologies: XML • HTML • CSS • ASP.NET • Firebase • Git • Unity • Android Studio • VMware

Other skills: Leadership • Team Collaboration • Analytical Thinking • Problem Solving • Communication

LANGUAGES

Arabic: writing and speaking, native language

English: writing and speaking, fluent

French: writing and speaking, fluent

Spanish: writing and speaking, fluent

HOBBIES

Cooking • Gym • Reading • Gaming • Roller skating • Playing guitar • Playing basketball • Crafting • Hiking • Cycling • Photography • Writing