

Abdulahman Kaddoura

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EDUCATION

American University of Beirut — 3.96 GPA

Beirut, LB

Bachelor of Science in Computer Science

Aug. 2024 – June 2027

- Awarded Full Merit Scholarship through HES Program
- Dean's Honor List in all semesters so far.

EXPERIENCE

Software Engineering Intern

March 2026 – April 2026

Invite (Startup)

Remote, US

- **Migrated** the production database to **Supabase** and **moved** application hosting to **Vercel**, improving data reliability and optimizing deployment performance
- Developed an internal admin dashboard for operations staff to monitor users, manage platform data, and oversee system activity
- Used K-means clustering to group users into personas and map personas to relevant events, automating event visibility and improving targeted engagement

Freelance Software Developer

March 2026 – Present

Independent

- Developed a responsive website showcasing two villa properties with an integrated booking system and admin dashboard for managing reservations and content
- Built a tutoring marketplace website connecting students with tutors, including user authentication, session booking system, real-time messaging, and an admin dashboard for managing disputes and payments.

PROJECTS

CampusHub | *Java, Spring Boot, PostgreSQL, Docker, AWS, Swagger*

January 2026 – Present

- Developed the backend for a campus management platform using **Spring Boot**, collaborating with the frontend team to integrate services and streamline student and administrative workflows
- Implemented secure authentication and role-based authorization using **JWT tokens** with Spring Security, including token validation, refresh flows, and session-based handling for protected endpoints
- Created **RESTful APIs with DTO-based request/response models** to improve maintainability, validation, and API contract clarity
- Managed data persistence using Spring Data JPA and Hibernate with **PostgreSQL on AWS RDS** for scalable storage
- Containerized backend services with **Docker** and deployed to **AWS EC2**, ensuring consistent environments and simplified delivery pipelines
- Documented and tested APIs using **Swagger** and Postman, providing clear reference for frontend integration and team collaboration
- Implemented a **CI/CD pipeline using GitHub Actions** to automate build, test, and deployment workflows for backend services on AWS

Connect4 Online | *C, TCP Sockets, POSIX Threads, Git, Makefile*

August 2025 – December 2025

- Collaborated with two team members to develop a networked version of the classic Connect Four game in C using Git/GitHub for version control
- Implemented real time online multiplayer gameplay by building a client server architecture using **TCP sockets** to establish and manage connections between players
- Developed a bot with three difficulty levels (Easy, Medium, Hard), where the Hard bot utilizes multithreading using **POSIX threads** for concurrent move evaluation

TECHNICAL SKILLS

Programming: Java, C/C++, SQL, HTML, CSS

Frameworks: SpringBoot, Spring Data JPA, Spring Security

Developer Tools: AWS Services, Git, GitHub Actions, Docker/Docker Compose, Postman, Gradle, Linux, Nginx

Libraries: OpenFeign, Swagger, Bucket4j

Certificates / Training: Fundamentals of Backend Engineering (Udemy, In Progress), Spring Boot Backend Training