



Abdul Halim Al Safadi

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PERSONAL INFORMATION

Recent graduate passionate about software engineering, AI, and machine learning, with experience primarily in Java and Python and currently learning Rust. Strong team player who works well in collaborative environments, with excellent communication and problem solving skills. Detail oriented with a hard working mindset committed to creating software solutions and building a career within software engineering. I am currently 22 years old with a Bachelor of Science in Computer Engineering from Koç University. I am a palestinian currently residing in Beirut, Lebanon. I have a Lebanese Travel Document for Refugees (Palestinian). I am currently single and not married.

EDUCATION

Koç University (Turkey, Istanbul)

Feb 2022 – Feb 2026

BSc in Computer Engineering

WORK EXPERIENCE

Lexzur

Feb 2025 – June 2025

Software and QA Intern (3 Months)

Developed and maintained browser automation scripts using Laravel Dusk to test critical workflows. Participated in the identification and documentation of test cases based on real-world use cases and system requirements, reported issues found during test execution and collaborated with developers to reproduce and resolve them, contributing to system quality and team efficiency.

ActiveGear Studio

Sep 2025 – Dec 2025

Game Developer Intern (3 Months)

Contributed to game development using Unity and C#, designing and implementing core gameplay mechanics, game logic and immersive experiences. Development mainly focused on hybrid casual games, combining hyper-casual mechanics with deeper progression systems to improve player engagement and retention.

PROJECTS

Unix-Style Operating System Shell: Mishell (C)

Implemented a mini shell with C to understand the core concepts of low level coding and operating systems. Created a mini shell which allows users to execute commands internally and externally with background execution while tackling concepts such as kernel development and multithreading.

Multiplayer Game: The Alchemists (Java)

A multiplayer board game in which users take turns performing experiments, scavenging for ingredients and publishing theories. The development of this game entailed diving into designing the gameplay, implementing the gameplay, testing and deployment of the game. The game was focused on blending multiplayer network concepts (TCP/IP) with Game Development.

TODO TUI Application (Rust)

Built a fully functional Rust TUI application that handles my daily tasks with reminders. Implemented rust concepts and leveraged the low level functionality of libraries such as ratatui to implement a fully functional Terminal Interface.

Fantasy League (MySQL, Python, HTML/CSS w/ Jinja)

Developed a full-stack football league management system with integrated match simulations and database management. Utilized **Python** for backend logic and simulation algorithms, **MySQL** for structured data storage, and **HTML/CSS** with **Jinja** templating for dynamic frontend rendering. Key features included team and player management, fixture generation, live league tables, and match result simulations. Ensured seamless interaction between frontend and backend through clean architecture and database integration.

CardiacSIM MPI Optimization (CUDA, Parallel Programming, OpenMP)

Optimized a Cardiac Simulator built in C with parallel programming concepts. Used CUDA and OpenMP concepts and features to speed up the simulation by almost double. Utilized low level GPU manipulation to achieve speedup. Managed and engineered messaging between threads and core.

Comp Grad Tool Box (MySQL, Python, React)

Developed a full-stack two layer system (backend and frontend) to handle multiple administrative operations being done in the Computer Department such as TA Assignment and Document Checking. This system is accessible online on compgradtoolbox.online. Implemented a two layer architecture with API calls for backend and a React Typescript frontend.

SKILLS

Technical Skills: Java | Python | Rust | Python Libraries: Jinja, Flask, FastAPI, TensorFlow, numPy, Pandas, Pydantic, LangChain | CI/CD: Git, Github, BitBucket | Rust Libraries: serde, tokio, serdeJson, ratatui

Languages: English (Highly Proficient) | Arabic (Native Speaker) | Turkish (B1)

EXTRA-CURRICULAR ACTIVITIES

Koç University Football Team Jan 2023 – June 2025

Summer Camp Supervisor July 2024 – Aug 2024

Edufun
Supervising and taking responsibility of a group of children that ranges from (6 yrs old to 14 yrs old), teaching them the basics of many sports in a fun and creative way. July 2025 – Aug 2025