

Waleed Hussein

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PROFILE

Computer Science graduate from AUB with hands-on experience building full-stack applications using the MERN stack. Strong foundation in algorithms, data structures, and web development. Passionate about learning new technologies and contributing to impactful software projects.

EDUCATION

American University of Beirut

Beirut, Lebanon **Spring 2022 – Fall 2025**

Bachelor of Computer Science

Relevant Courses Taken: Intro to Programming, Programming with Data Structures, Algorithms and Data Structures, Programming Languages, Database Systems, Software Construction, Advanced Software Construction, Web Development, Networks, Data Science, Machine Learning

PROJECTS

Tourney

[Source on GitHub](#)

- Collaborated with a team to build a full-stack app with the MERN stack for creating and managing tournaments
- Built REST APIs for tournaments, teams, matches and users, supporting multi-user access and role-based actions
- Implemented cookie-based authentication and protected routes for authenticated users
- Designed and implemented the full frontend in React using hooks and modular components
- Deployed the application and configured production builds and environment variables
- Led backend architecture and API design in a 6-person team
- Practiced Agile Scrum with sprint planning, standups, and code reviews
- Gained hands-on experience in DevOps (deployment, version control, etc.)

Wildlife Conservation Data Science Project

- Applied machine learning techniques to analyze a large wildlife dataset (74,000+ observations) containing geospatial, environmental, and species data
- Built a K-Means clustering model to identify habitat regions and analyze species distribution patterns
- Implemented anomaly detection using Isolation Forest to detect irregular wildlife activity potentially linked to poaching or habitat disruption
- Developed a Random Forest model to evaluate the impact of environmental factors (temperature, humidity, precipitation) on species presence
- Performed data cleaning, feature engineering, and exploratory data analysis to prepare data for modeling
- Gained hands-on experience in machine learning, data analysis, and working with real-world datasets

Spell Master – Turn-based game and AI opponent (C)

[Source on GitHub](#)

- Developed a command line text-based game using C where two players face off in a turn-based manner
- Designed a bot that could challenge the player at varying difficulty levels using efficient decision-making algorithms
- Collaborated with a small team using GitHub by dividing tasks and analyzing and solving complex algorithmic problems

Frontend Mini Projects

(Repositories on GitHub)

- Developed several responsive UI projects including a sign-up form, rock-paper-scissors game, and book tracker

SKILLS

Languages	Python, Java, JavaScript, C++
Web	React, Node.js, HTML, CSS, Express
Databases	MySQL, MongoDB
Tools	Git, Vite, Webpack
Concepts	Object-Oriented Programming, REST APIs, Agile