

Mohamad Deryan

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PROFILE

Senior Computer Science student at LAU with strong Java, backend development, and problem-solving skills. Experienced in building scalable applications, working with databases, and developing real-world projects. Quick learner, highly adaptable, and eager to contribute to software engineering.

EDUCATION

Lebanese American University | Beirut, Lebanon

Aug 2022 – May 2026

BS in Computer Science

Predicted GPA: 3.2

Key Modules: Data Structures and Algorithms, Object Oriented Programming, Objects and Data Abstraction, Web Programming, Database Management System, Mobile Applications

Projects

Fit Forge: A web application acting as an online gym platform where users can log in, choose from various subscription plans, and access personalized workout plans and a comprehensive exercise library.

Technologies used: HTML, CSS, JavaScript, PHP, SQL

QuizWhiz: A mobile trivia game allowing users to play solo or locally with 2-4 players. Features include a dynamic leaderboard for single-player mode and multiplayer challenges. All questions and answers are managed through a database with CRUD operations.

Technologies used: Android Studio (Java, XML), SQL, PHP

Hospital Management System: A Software Engineering project for hospital operations with Role-Based Access Control (RBAC) and a user-friendly interface. Built using .NET Core MVC, it features secure authentication with JSON Web Tokens (JWT).

Technologies Used: .NET Core MVC, SQL, JWT

Breast-Cancer Classification: A Deep Learning project to classify tumours as benign or malignant. It includes a trained model with a front-end interface for easy use.

Technologies Used: Python, TensorFlow/Keras, HTML

The Haunted Island: A game programming project where the player must escape a haunted island.

Technologies Used: Roblox Studio

Worm Rescue: A Unity mini-game following a worm on a quest to find his lost partner. The player navigates obstacles, collects apples, and progresses through multiple scenes with increasing difficulty and story-driven gameplay. Features score-based conditions, enemy collisions, scene transitions, and dynamic background music for each level.

Technologies Used: Unity, C#

Data-Driven Air Quality Insights: Correlation, Anomaly Detection, and Clustering: Created an algorithm to compute pairwise correlations among pollutants and weather variables, perform anomaly detection to identify extreme pollution levels, as well as applying K-means clustering to group similar pollution profiles. Algorithm was parallelized using Pthreads, CUDA, OpenMP, and MPI.

Technologies Used: C

ChatX – A Multi-Protocol Secure Communication Platform: Developed a multi-protocol peer-to-peer communication system using TCP for real-time chat and UDP for file transfer, with a PyQt GUI and multithreaded networking.

Technologies Used: Python

Internships

Full Stack Developer | IDS Company

Dec 2024 – Feb 2025

- Developed a full-stack web app, handling frontend and backend development.
- Designed and implemented RESTful APIs in PHP for seamless data exchange.
- Built and managed a SQL database, ensuring efficient data storage and retrieval.
- Developed a responsive frontend using JavaScript, HTML, and CSS for an intuitive user experience.

Experience

Private Tutor – Computer Science and Programming

2025 – Feb 2026

- Deliver personalized tutoring sessions in Java, OOP, Data Structures & Algorithms, Web Programming, and Database Systems.

Senior Project

AlgoScope – Interactive Algorithm Learning Platform

Dec 2025 – May 2026

- Engineered a scalable full-stack platform that visualizes algorithm execution in real time using React, Spring Boot, and REST APIs.
- Built backend execution engines that generate structured algorithm states for dynamic frontend rendering.
- Implemented interactive visualizers for sorting, recursion, BFS, DFS, and Dijkstra algorithms with synchronized pseudocode and educational feedback.
- Designed modular system architecture emphasizing scalability, maintainability, and reusable visualization components.