

Lara Bleik

Computer Engineering Student

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Profile

Fourth-year Computer Engineering student with strong interest and hands-on experience in software engineering, backend development, and applied AI systems. Experienced in building full-stack applications, developing automation tools using Python, and integrating AI-based solutions into real-world applications. Seeking internship opportunities in software engineering, backend systems, and applied AI solutions for business and technical workflows.

Education

Lebanese American University

2023–2027

Bachelor of Engineering in Computer Engineering

Competitions & Projects

Competitions

- **1st Place — AI Competition (Eflow x MinnaLearn)** 2025
Built an AI-based solution using machine learning and analytical reasoning.
- **2nd Place — AI Advanced Track — AllGirlsCode Hackathon** 2025
Developed a scalable AI system using FastAPI, Mistral AI, and DevOps tools.

Projects

- **AI Study Assistant — LLM, RAG, Python, OpenAI API** 2026
Built an AI-powered study assistant using a Retrieval-Augmented Generation (RAG) pipeline for document-based Q&A. Developed a modular Python backend and integrated OpenAI APIs.
- **AI Career Assessment Report Generator — Python, GPT-4o-mini, ReportLab** 2026
Built an automated system generating structured career reports from student data using LLMs. Processed JSON inputs and generated formatted PDF reports.
- **Blood Bank Management System — Python, Flask, MariaDB, Docker** 2025
Developed a full-stack web application with REST APIs, database design, and Docker deployment. Implemented backend logic and optimized SQL queries.
- **Standalone 360° VR Media Portal — Unity, OpenXR, C#, Meta Quest 3** 2026
Developed an interactive VR application for Meta Quest 3 with optimized 360° video playback and XR interaction system using OpenXR and hand tracking.
- **AI and VR Project — Unity, C#, AI Integration** 2026–Present
Developing interactive applications combining AI systems and Unity-based environments to enhance user interaction and automation.
- **Hotel Reservation System — C++** 2025
Built an object-oriented booking system with scheduling logic and reservation management.
- **Banking Management System — C++** 2024
Console-based system implementing authentication, transactions, and file handling using OOP principles.

Courses & Certifications

- Deep Learning Fundamentals — NVIDIA (Dec 2025)
- Networking Basics — Cisco (Dec 2025)
- Intro to Cybersecurity — Cisco (Oct 2025)
- Git & GitHub Fundamentals — Udemy (Sept 2025)

Volunteering

- Ajialouna Organization — Education, accounting, and administrative support.
- Lebanese Red Cross — Participated in 9 training workshops.

Skills

Technical Skills:

- Programming: Python, Java, C++, JavaScript, HTML, CSS, SQL
- Frameworks & Tools: Flask, Docker, Git, GitHub, Postman, Unity (VR/XR), Visual Studio, ReportLab
- AI & Backend Systems: LLM Integration, RAG Systems, OpenAI API, API Development, Automation Tools
- Databases: MariaDB, MySQL
- Concepts: OOP, Data Structures & Algorithms, REST APIs, JSON Processing

Soft Skills: Communication, teamwork, leadership, adaptability, problem solving, critical thinking

Languages: Arabic (Native), English (Fluent), German (B1)