

Mahdi Samrout

Computer Science Student | Aspiring Software Engineer



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PROFESSIONAL PROFILE

Computer Science student at Notre Dame University seeking a Software Engineering internship. Strong foundation in C++, C#, Python, JavaScript, SQL, object-oriented programming, data structures, algorithms, and problem solving. Interested in backend development, full-stack development, software design, and building practical applications in real development environments.

EDUCATION

BS in Computer Science

Notre Dame University (NDU) – ABET & NECHE Accredited

Fall 2023 – Expected Graduation: Fall 2026

Dean's List | GPA: 3.38

TECHNICAL SKILLS

Programming Languages: C++, C#, Python, JavaScript, Bash

Web Development: HTML, CSS, JavaScript, APIs, JSON

Databases: SQL, MySQL

Tools & Platforms: Visual Studio, VS Code, Git (Basic)

Concepts: Object-Oriented Programming, Data Structures, Algorithms, Problem Solving, Software Design

Soft Skills: Communication, Teamwork, Time Management, Critical Thinking

ACADEMIC PROJECTS

Automated Banking Management System (C#, .NET, WinForms)

- Developed a desktop banking application using C# and Windows Forms.
- Implemented account management, deposits, withdrawals, and fund transfers.
- Applied object-oriented programming principles to organize accounts, transactions, and banking operations.

Movie Database Web Application (HTML, CSS, JavaScript, API, JSON)

- Built an interactive web application that displays movie information using JavaScript.
- Integrated API responses and JSON data to retrieve and display movie details dynamically.
- Designed a responsive user interface using HTML and CSS.

NDU Gym Management System (Software Engineering)

- Designed a software solution for managing gym memberships, reservations, payments, and user access.
- Created functional requirements, non-functional requirements, use cases, and system diagrams.
- Planned development through release backlogs, sprints, and software engineering documentation.

RPG Combat System Simulation (C++)

- Developed a modular combat system using C++ and object-oriented programming.
- Used polymorphism to support different character classes and combat behaviors.
- Organized game logic into reusable and maintainable components.

Python Logic & Data Processing Toolkit (Python)

- Developed reusable Python utilities for data manipulation and validation.
- Implemented custom sorting, mapping, lambda functions, and sequence-processing logic.
- Built matrix visualization and list-processing functions to strengthen algorithmic problem solving.

LANGUAGES

Arabic: Native

English: Fluent

French: Fluent