
PROFILE

A highly motivated Junior Software Developer with cross-functional experience in software engineering, IT infrastructure, and technical internships. Proven ability to deliver end-to-end projects including a C# Windows application for military operations, a Unity-based smart farming simulation system, mobile and IoT solutions, and full-stack web applications. Experienced in AI integration, distributed architecture, and network infrastructure review. Seeking to leverage comprehensive technical proficiency to drive impactful software solutions within a dynamic technology team.

WORK EXPERIENCE

Lebanese Army — Army Staff IT Center, Lebanese Military Academy, Fayadieh

02/2026 – 07/2026

Software Developer Intern

- Developed a Windows desktop application in C# for officer mission management, supporting operations both inside and outside Lebanon.
- Designed modules covering mission planning, officer assignment, and status tracking tailored to military command workflows.
- Implemented user role management and secure data handling aligned with Army IT security requirements.

Bekaa Hospital

08/2024 – 10/2024

IT Support Engineer Intern

- Reviewed the hospital's IT infrastructure across departments, covering network topology, servers, and connected systems.
- Inspected and documented switches, routers, and cabling to map how departments and systems are interconnected.
- Assessed the integration of medical equipment (body scanning machines, diagnostic devices) with the hospital's internal network.
- Evaluated server room setup, uptime practices, and data handling procedures.
- Analyzed the hospital's digital systems and patient-facing platforms for availability and reliability.

LOST

07/2024 – 08/2024

Technical Engineer Intern

- Assisted the IT team on community projects, supporting technical setup and issue resolution.
- Created a digital vaccination-tracking form used by over 200 individuals to compile immunization history.
- Calibrated and programmed learning tablets, delivering French and English lessons to over 500 children.
- Deployed educational content improving access for around 350 students in rural regions.
- Assembled a basic robotics prototype, introducing programming concepts to children during pilot workshops.

TerraNet

08/2023 – 09/2023

Technical Engineer Intern

- Redesigned and recreated the university's full network architecture in Cisco Packet Tracer, improving on the existing topology.
- Applied VLSM subnetting, VLANs, STP, and dynamic routing protocols (OSPF, EIGRP) to build an optimized simulated network.
- Validated connectivity and protocol behavior across all simulated nodes, ensuring a complete and functional network design.
- Was introduced to TerraNet's real production infrastructure, gaining insight into ISP-level network architecture and operations.

PROJECTS

Interactive Virtual Farming System — Final Year Project

Antonine University | Spring Semester 2025–2026

- Developed a smart agriculture simulation platform inspired by digital twin concepts, targeting small-scale, elderly, and disabled farmers.
- Built an interactive 3D virtual farm environment in Unity to visualize crop growth, field conditions, and what-if scenarios.
- Integrated ML models for crop yield prediction, disease detection, and irrigation recommendations using NASA POWER, SoilGrids, and FAOSTAT datasets.
- Implemented a voice-first assistant enabling hands-free, natural language interaction for users with physical or technical limitations.
- Developed a companion mobile app providing farm monitoring, alerts, and notifications.

Elderly Care Robot — Mobile Control & AI Monitoring App

Antonine University | University Engineering Project

- Built a Java/Kotlin mobile app to remotely control an elderly care robot, improving caregiver accessibility and safety.
- Programmed a Python-based alert system to notify relatives of elder status with high reliability in test scenarios.
- Integrated an AI mood-detection model to identify emotional states using trained classifiers.
- Managed full-stack development and feature enhancements across a collaborative team.

Real-Time Group Chat Application

Antonine University | University Engineering Project

- Developed a WhatsApp-style chat app with real-time group messaging using React Native and Socket.io.
- Implemented a distributed backend with Docker and Nginx, load-balancing across multiple nodes for scalability.

EDUCATION

Bachelor's Degree in Computer and Communications Engineering

09/2021 – Present

Antonine University — Software Engineering Concentration

CERTIFICATIONS

NVIDIA <i>Fundamentals of Deep Learning Certificate</i>	07/2025
Forum for Development, Culture and Dialogue <i>Promoting Human Values in Politics Certificate</i>	06/2025
Talks at Hash <i>Introduction to Binary Exploitation Workshop Certificate</i>	06/2025
Lebanese Organization of Studies and Training <i>IT Department Internship Program Certificate</i>	08/2024
INSPEK by Opave <i>Maintaining a Safe and Healthy Work Environment Certificate</i>	07/2024
Terranet <i>Networking and ISP Services Technical Training Certificate</i>	09/2023
Antonine University <i>Strength in Support: Empowering Others Through Psychosocial Care</i>	04/2023
Cisco <i>CCNA</i>	07/2022
OMT Learning Center <i>OMT and Western Union Services Training Certificate</i>	07/2022

SKILLS

Java, Kotlin, Python, C#, C++, JavaScript, TypeScript, PHP, HTML, CSS, React, React Native, Node.js, Laravel, Flutter, Socket.io, MySQL, MongoDB, Redis, SQLite, AWS, Azure DevOps, Docker, Nginx, Git, GitHub, Figma, Postman, Selenium, Unity 3D, REST API, Cisco Packet Tracer, VLANs, OSPF, EIGRP, DNS, STP, VLSM

LANGUAGES

Arabic (Native), English (Fluent), French (Fluent)