

TAREK KAADAN

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PROFILE

Computer Science undergraduate at the American University of Beirut with hands-on experience in full-stack development, machine learning, systems programming, and UI/UX design. Skilled in Python-based ML workflows, SQL/PostgreSQL, and database-backed web applications, with a focus on building useful, well-crafted tools from idea to deployment.

EDUCATION

American University of Beirut (AUB) <i>B.S. in Computer Science</i>	2023 – Present
Lycée Franco-Libanais Verdun <i>French Baccalaureate</i>	2009 – 2023

EXPERIENCE

Taskifi Front End Developer <i>Remote / Beirut, Lebanon</i>	Summer 2025
- Built and maintained reusable UI components using Next.js, contributing to a performant and scalable front end. - Translated Figma designs into pixel-accurate, functional interface components in close collaboration with the design team. - Implemented responsive, mobile-friendly layouts and ensured cross-device consistency across multiple breakpoints. - Focused on clean, maintainable code and improved accessibility throughout the application.	

SELECTED PROJECTS

MapHope ReactJS, Supabase	Spring 2026
- Built an interactive web platform that maps shelter locations across Lebanon during wartime, helping displaced individuals find safe refuge. - Designed a user-friendly interface backed by real-time shelter data to support humanitarian relief efforts on the ground.	
Post-Quantum Cryptography Migration for SMB Rust	Fall 2025
- Migrated the SMB file-transfer protocol to use post-quantum cryptographic algorithms, hardening it against future quantum-computing threats. - Implemented and tested quantum-resistant encryption methods for secure file transmission. - Analyzed performance trade-offs and backward-compatibility considerations during the migration.	
Vexta — Educational Website React, Node.js, MongoDB	Spring 2025
- Contributed to full-stack development of an educational platform centered on cultural games. - Built interactive components, designed database structures, and shipped a responsive UI in a four-person team using Agile methods.	
Battleship Game C	Fall 2024
- Designed grid logic, turn-based gameplay, and algorithms for player input and game flow. - Developed structured file handling for saving and loading game states between sessions.	

LEADERSHIP & INVOLVEMENT

Secular Club, AUB Cultural Committee Chair	Spring 2025 – Present
- Lead the Cultural Committee within the club cabinet, organizing engaging campus events and cultural discussions. - Manage event logistics, scheduling, and cross-committee coordination to ensure smooth execution. - Strengthen collaboration and communication across teams while promoting inclusive student initiatives.	
AUB Student Elections Secular Club Faculty Coordinator	Fall 2025
- Managed schedules, rooms, and on-site flow between candidates and election committees. - Ensured smooth, transparent execution under tight deadlines with real-time issue resolution.	

TECHNICAL SKILLS

Languages: Java, Python, C, C++, Rust, SQL

Web & Frameworks: Next.js, ReactJS, Node.js, HTML, CSS, WordPress

Databases: PostgreSQL, MongoDB, Supabase

Machine Learning: Supervised Learning, Regression, Classification, Logistic Regression, Neural Networks

Decision Trees, Unsupervised Learning, Clustering, Anomaly Detection, Recommender Systems, Reinforcement Learning

AI & ML Tools: NumPy, scikit-learn, TensorFlow, ChatGPT API, RAG

Tools & Design: Git, Figma

Core Strengths: Leadership, Team Coordination, Problem Solving, Analytical Thinking, Communication, Time Management, Digital Workflow Design, Organization

CERTIFICATIONS & LANGUAGES

Certifications: Arduino Workshop Certificate (2025);

Machine Learning Specialization - DeepLearning.AI, Coursera

Languages: English • Arabic • French