

RIBAL BOU GHANEM

Dubai, UAE | +971 56 891 9380 | +961 71 984 615 | ribalboughanem@gmail.com | [LinkedIn](#) | [GitHub](#)

Computer Science graduate (LIU, 3.93 GPA) with hands-on experience across full-stack development, embedded systems, and databases. Built and shipped four end-to-end projects spanning React/Node web apps, an Arduino-based IoT energy monitor, and a Unity game — combining hardware, software, and data skills into working products. Seeking a junior software engineering or embedded systems role in the UAE, Europe, or remote.

EDUCATION

Bachelor of Science in Computer Science — Lebanese International University *Sep 2024 – Jun 2026 (Expected)*

CGPA: 3.93/4.0 | Dean's Honor List (May 2026, June 2025)

Coursework: Database Systems, Web Programming, Mobile Applications, Data Structures & Algorithms, Artificial Intelligence, Machine Learning, Linear Algebra, Statistics & Probability

Bachelor of Science in Computing Information and Technologies — Rochester Institute of Technology *Jan 2024 – May 2024*

CGPA: 3.69/4.0 | Dean's List (May 2024) | Academic Scholarship recipient

Coursework: Software Development & Problem Solving (Python), Computer System Concepts, Information Assurance and Security

EXPERIENCE

Programming Tutor — Kodland

Mar 2026 – Present

- Teach Python programming to students using Minecraft Education as an interactive learning environment, covering variables, loops, conditionals, functions, and debugging.
- Guide students through project-based coding challenges, improving their ability to independently write and troubleshoot Python code.
- Adapt lesson pacing and explanations across skill levels, maintaining engagement through game-based learning.

PROJECTS

Home Energy Monitor — Senior Project

Fall 2025

- Built a full-stack IoT energy monitoring system integrating an Arduino UNO with a home solar panel setup to capture and transmit live energy readings.
- Designed a MySQL schema to store historical readings and support fast, organized queries for the dashboard.
- Developed a React front end displaying real-time and historical energy data in a clear, homeowner-friendly interface.
- Connected embedded hardware data collection to a working software dashboard end-to-end — spanning firmware, backend, and UI.

Ticket Seller Website

May 2025

- Built a full-stack ticketing platform for a sports center to list and sell tickets to events (football matches, basketball championships).
- Designed event browsing and ticket selection flows using HTML, CSS, and JavaScript.
- Implemented database-backed inventory logic to track ticket availability across concurrent events.

Arduino Lie Detector

Dec 2024

- Prototyped a galvanic skin response (GSR) lie detector using Arduino UNO R3, reading real-time sensor changes from sweat production.
- Programmed signal interpretation logic in C++ to classify readings and drive a live output display.
- Designed the accompanying circuit from scratch, gaining hands-on experience in sensor input handling and embedded C++.

Cooking Video Game

Aug 2024

- Developed a timed cooking simulation game in Unity (C#) with recipe objectives, scoring, and player progression.

- Implemented core gameplay systems — timers, event-driven scoring, and scene management — using OOP principles.

SKILLS

Languages: Python, Java, C++, JavaScript, PHP, C#, Dart, HTML, CSS

Frameworks & Tools: React, Node.js, Flutter, Arduino, Unity, Git, VS Code, Android Studio

Databases: MySQL

Languages Spoken: English (Native), Arabic (Native), French (Basic)

CERTIFICATES

- Data Science in Python — IBM, Coursera (Feb 2025)
- CCNA1: Fundamentals of Networking — Cisco (Jan 2025)

ACHIEVEMENTS & OTHER

- Dean's Honor List, Lebanese International University (May 2026, June 2025)
- Dean's List, Rochester Institute of Technology (May 2024); Academic Scholarship recipient (Jan 2024)
- Honor List, American University of Beirut (Dec 2022); High Distinction, Al Mawakeb School (Jun 2022)
- UAE Golden Residency — Outstanding Student (Oct 2023 – Oct 2033)