

Jad Hamad

Computer Science Graduate | Software Developer | Full-Stack Engineer

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Profile

Computer Science graduate with a solid foundation in software development, backend engineering, and full-stack application development, with practical experience building end-to-end projects using modern tools and frameworks.

My work includes supervised machine learning model evaluation, a full-stack social dashboard project built for portfolio and job applications, and a game development project.

I am seeking a Junior Software Developer or Junior Full-Stack Developer opportunity to apply my technical skills, build reliable software, and grow as part of a professional development team.

Education

Bachelor of Science in Computer Science

Lebanese International University (LIU) — Bekaa, Lebanon

Graduated: January 2026

Secondary High School Diploma — Information Technology

Bekaa Technical and Vocational Institute — Lebanon

GPA: 85% | Graduated: August 2022

Technical Skills

Programming Languages: C#, Python, JavaScript, Java, SQL

Development Tools & Technologies: Visual Studio, Git, HTML/CSS, Database Management Systems

Core Competencies: Object-Oriented Programming, Full-Stack Web Development, Machine Learning, System Design, Algorithm Development, Debugging & Testing

Professional Skills: Team Collaboration, Technical Communication, Time Management, Problem-Solving

Projects

Social Dashboard – Full-Stack Web Application

Spring Boot | Java 17 | Spring Security | JWT | React | REST API | GitHub

- Developed a full-stack social dashboard application with a Spring Boot backend and React frontend.

- Implemented user registration and login with JWT-based authentication and protected routes.
- Built core social features including posts CRUD, comments, and a personalized feed endpoint.
- Designed and connected REST API endpoints between frontend and backend for authenticated user interactions.
- Managed the project with Git and published the code on GitHub: github.com/Jad-d-Hamad

Top-Down Action Game (Senior Project)

GameMaker Studio | Game Development | AI (Finite State Machine) | Local Leaderboard

- Developed a complete top-down game featuring player movement, shooting mechanics, scoring, and a time-based system
- Implemented enemy AI using a finite state machine (FSM) for clear, maintainable behaviors (e.g., patrol/chase/attack)
- Built a local leaderboard system to persist and display high scores, improving replayability
- Designed and debugged core gameplay loops, collisions, and balancing for responsive controls and stable performance

Machine Learning Model Project

Python | Supervised Learning | Model Evaluation

- Built end-to-end ML pipeline to train and evaluate three supervised learning models on identical datasets
- Performed comprehensive data preprocessing including cleaning, feature engineering, and train/test splitting to ensure unbiased comparison
- Conducted performance analysis using accuracy, precision, recall, and F1-score metrics; documented model trade-offs and optimal selection criteria
- Applied industry-standard evaluation methodologies to validate model reliability

Languages

Arabic — Native/Fluent

English — Fluent

Key Achievements

- Successfully graduated with a Bachelor's degree in Computer Science while maintaining consistent employment
- Developed a strong technical foundation across multiple programming languages and development frameworks
- Demonstrated reliability, adaptability, and strong ownership across diverse roles and projects

References available upon request