

Andrew Fayad

andrewfayad123@gmail.com | +961 70 280 489 | Beirut, Lebanon | <https://github.com/AndrewF21>

Computer Science student at the American University of Beirut with experience developing full-stack applications, RESTful APIs, and relational database systems using Python, FastAPI, React, SQL, and C#. Skilled in backend development, debugging, and system design, with strong interest in scalable software systems and technical problem-solving.

EDUCATION

AMERICAN UNIVERSITY OF BEIRUT (AUB) <i>Good academic standing</i> <i>Bachelor of Science in Computer Science</i>	Beirut, Lebanon Sep. 22 – Aug. 26
International College <i>International Baccalaureate program, graduated with distinction</i>	Beirut, Lebanon Sep. 18 – Jun. 22

PROJECTS

SpendWise – Full Stack Budgeting Application AUB	Oct. 25 – Dec. 25
- Collaborated on a full-stack expense tracking app with a FastAPI backend, SQLite database, and native Android frontend (Kotlin). - Built the AI receipt scanning workflow using Gemini 2.0 Flash, FastAPI, and prompt-based structured data extraction. - Implemented JWT-secured API routes and contributed to the modular backend architecture using SQLAlchemy ORM and Pydantic schemas. - Validated API endpoint behavior and authentication flows through manual testing and root cause analysis of backend bugs.	
Bookem – Book Trading Web Application AUB	Oct. 25 – Dec. 25
- Built the React frontend for a book trading platform with book listings, forums, profiles, friend features, and full trade system. - Integrated Supabase for database operations, image uploads, and authentication with protected routing via React Router. - Implemented UI features including theme switching, toast notifications, and book condition selection.	
Farming RPG Game AUB	Feb. 26 – May. 26
- Developed gameplay systems for NPCs and animals in a 2D farming RPG using Unity and C#. - Built schedule-driven NPC movement, branching dialogue, and friendship progression systems with save/load persistence. - Implemented animal hunger, happiness, and daily production mechanics integrated with inventory and day-cycle systems.	
Gym Membership Database System AUB	Mar. 26 – May. 26
- Independently designed a normalized 10-entity relational database schema using ER diagrams and Oracle SQL Data Modeler. - Implemented SQL constraints and Oracle triggers for data validation, scheduling conflict detection, and class capacity enforcement.	
Sea Supremacy – Battleship Strategy Game AUB	Oct. 24 – Nov. 24
- Contributed to a terminal-based Battleship game in C featuring player-vs-player and player-vs-bot modes, with special gameplay abilities including radar sweep, smoke screen, artillery, and torpedo attacks. - Collaborated on a three-tier bot AI (Easy/Medium/Hard), where the hard tier features a probability heatmap targeting system.	

SKILLS AND ACTIVITIES

Programming Languages: Python, Java, JavaScript, C, C#, SQL	Frameworks: React, FastAPI, Unity
Databases: SQLite, Oracle SQL, Supabase	Tools: Git, GitHub, Linux, Android Studio, VS Code, XML
Languages: Arabic, English, and French	
Activities: Track and Field MVP – International College, Computer Science Student Society, Meals for the less fortunate.	