

Khalil Moussa Hammoud

Computer Engineer | Software Developer | Data Science Enthusiast

+961 76 796 784 | kmmkhamoud2006@gmail.com | Lebanon

Professional Summary

A highly motivated and results-driven Computer Engineering graduate with a proven track record of academic excellence (3.95/4.00 GPA) and hands-on experience in software development, system maintenance, and AI/ML technologies. Proven ability to leverage a strong foundation in programming, web development, and machine learning to develop efficient and innovative solutions. Seeking to apply technical expertise and problem-solving skills to challenging software engineering or data science roles in dynamic environments.

Core Competencies

- **Programming Languages:** C++, Python, Java, JavaScript, TypeScript, Dart
- **Frameworks & Libraries:** Flutter, Next.js, Node.js
- **AI/ML & Data Science:** Supervised/Unsupervised Learning, Reinforcement Learning, Recommender Systems, Advanced Learning Algorithms, RAG, Prompt Engineering
- **Web Technologies:** HTML, CSS, JavaScript, TypeScript, React
- **Development Tools:** Git, MS-DOS, Linux (System Administration)
- **Soft Skills:** Problem Solving, Strategic Planning, High Communication, Technical Maintenance

Professional Experience

Software Engineer (Full-time / Part-time) | GrandWorks, Beirut
Aug 2025 – Present

- Developing and maintaining software solutions for company projects.

Software Engineer (Part-time, Remote) | MinionBot, Panama
Jan 2025 – Feb 2026

- Contributing to the development of an AI-powered Chat-Bot communication system.

Application Developer & System Surveillance (Part-time) | Abu Hadid, Nabatieh
Oct 2023 – Dec 2023

- Developed a comprehensive stock market application for Android and iOS platforms from concept to deployment.
- Implemented system monitoring protocols to ensure application stability and performance.

Technical Maintenance (Part-time) | Pure Water Factory, Jwayya
Aug 2023 – Aug 2024

- Performed routine and emergency maintenance on factory machinery and control systems, minimizing downtime.

System & Machine Maintenance (Part-time) | Fitland Gym, Al-Majadel
Jun 2022 – Jun 2023

- Maintained and repaired gym equipment and management software systems.

Projects

AutoReframer | *Python, AI Frameworks, PySide6*

- Developed an advanced AI auto-reframer system for face tracking in videos based on decisions and priorities with a clean user interface.

Coftech Bot | *TypeScript, LLMs, RAG, AWS, NextJS, NodeJS, GraphQL, RabbitMQ*

- Developed an AI automation platform for WhatsApp/social bots, campaigns, support, payments, and integrations using Next.js, Node.js/GraphQL, RabbitMQ, AWS, and LLM/RAG.

MinionBot AI Chat System | *TypeScript, NextJS, NodeJS, LLMs, RAG*

- Developed an advanced AI communication chatbot utilizing Retrieval Augmented Generation.

Workforce System | *Python, Web technologies, AI Frameworks, Django*

- Developed a role based smart workforce management system that combines security using liveness and face verification, automation of attendance and payroll, task management and user-to-user/group communication.

Ajem - Communication App | *Flutter, Dart*

- Developed a cross-platform mobile application for calls, chat, and video calls for Android and iOS.

CareConnect | *HTML, CSS, JavaScript, PHP, SQL, MySQL, XAMPP*

- Developed a hospital management system with builtin appointment management, prescription writing and staff management.

New World League - Racing Game | *C++, Unreal Engine*

- Engineered a multinational single and multiplayer car racing game for Windows, supporting both offline and online play.

POS System - Point of Sale App | *JavaScript, Electron*

- Built a Windows application for merchandise inventory management, tracking, and sales processing.

Abu Hadid Stock Market App | *Flutter, Dart*

- Created and published a full-featured stock market tracking application on Android and iOS platforms.

Lillo and Lili Story Game | *Android SDK, C++, Unreal Engine*

- Designed and developed an interactive story-based game for the Android platform.

Education & Certifications

Bachelor of Science in Computer Engineering Lebanese International University, Beirut | *Feb 2023 – Jun 2026*

- GPA: 3.95 / 4.00

Relevant Accredited Certifications:

- **Advanced Learning Algorithms** | Stanford University (Online) | Sep 2025
- **Unsupervised Learning, Recommenders, Reinforcement Learning** | Stanford University (Online) | Sep 2025
- **Supervised Machine Learning** | Stanford University (Online) | Mar 2025
- **Prompt Engineer for Developers** | DeepLearning.AI (Online) | May 2025
- **Next.js Development** | JavaScript Mastery (Online) | Jan 2025
- **RAG (Retrieval Augmented Generation)** | CodeCamp (Online) | Jan 2025
- **Data Engineer with Python** | DataCamp (Online) | Apr 2023
- **Application Development with Flutter** | Flutter (Online) | Jul 2023
- **C++ Intermediate** | Code with Mosh (Online) | Feb 2023
- **C++ Fundamentals** | Code with Mosh (Online) | Jan 2023
- **Web Development (HTML, CSS, JS)** | LearnCode.academy (Online) | Jul 2024
- **MS-DOS: Zero to Professional** | Udemy (Online) | Oct 2024
- **Linux Fundamentals & Managing Linux Systems** | Learn Quest (Online) | Sep 2025

Lebanese Baccalaureate - Life Science Saida International School, Saida | *Aug 2022*

Languages

- **Arabic:** Native (Excellent)
- **English:** Fluent (Excellent)
- **French:** Fluent (Excellent)