

# MALEK KEBBE BAGHDADI

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## Education

### Lebanese American University

*Bachelor of Science in Computer Science*

Sep. 2023 – May 2026

*Beirut, Lebanon*

### Al-Bayader Aramoun School

*Lebanese Baccalaureate – Sociology & Economics (SE)*

Sep. 2008 – May 2023

*Aramoun, Lebanon*

## Relevant Coursework

- Software Engineering
- System Design
- Database
- Management
- OOP
- Computer Architecture

## Skills

**Languages:** Java, Python, C++, C#, HTML, CSS, JavaScript, SQL

**Tools & Frameworks:** Git, GitHub, React, Next.js, Node.js, Express.js, Bootstrap, Unity 2D/3D, LaTeX

**Cloud:** AWS (Cloud Practitioner Certified)

## Certifications

### AWS Certified Cloud Practitioner | *Amazon Web Services*

Jan. 2026 – May 2026

- Gained foundational knowledge of core AWS services, cloud architecture, security, and deployment best practices.

## Work Experience

### iOS Developer Intern

Jun. 2025 – Aug. 2025

*Devision-tech*

- Built a multi-screen SwiftUI iOS app translating Figma designs into pixel-accurate, production-ready interfaces following MVVM design principles.
- Integrated frontend with an existing Node.js backend via secure REST API requests, ensuring seamless data exchange without modifying backend logic.
- Delivered an interactive map-based address management feature with list and detail views in a real-world deadline-driven environment.

## Projects

### Pigeon: Offline-First Disaster Coordination System | *Kotlin, Android, P2P Networking*

Present

- Designing a decentralized offline-first Android app for emergency coordination without internet or cellular access.
- Built a P2P epidemic broadcast model with event-sourced local storage and eventual consistency via set-union merging.
- Developed a battery-aware mesh discovery system using Google Nearby Connections API with MVVM and Room (SQLite).

### Dream House — 3D Game | *Unity, C#, Event-Driven Architecture*

Dec. 2025

- Developed core gameplay systems including inventory, quest progression, and level completion; publicly published on itch.io.
- Implemented event-driven architecture to decouple game logic from UI, and created AI behaviors using blend tree animations.

### Sho El 8ada — Food Discovery Platform | *React, Next.js, JavaScript*

2025

- Engineered a responsive food discovery platform with advanced search, intelligent item prioritization, and dynamic category filtering inspired by modern search-engine UX principles.
- Implemented deterministic image fallback pipelines, animated micro-interactions, and optimized state management for a seamless real-time cross-device browsing experience.
- Built with modular frontend architecture focused on performance optimization, clean component design, and production-grade UI polish.

## Extracurricular

### CS Club Member

Spring 2023 – Present

*Lebanese American University*

*Beirut, Lebanon*

- Actively participating in LAU CS Club events; developed and published two Unity games (2D & 3D) and preparing for the Global Game Jam.