

Yehya Abou al hassan

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EDUCATION

Lebanese University

September 2026

B.S. in Computer Science (Expected September 2026) | GPA: 3.7/4.0

- Relevant Coursework: Data Structures, Operating Systems, Object Oriented Programming,, Web Development, Database , Network, Cybersecurity.

INDUSTRY EXPERIENCE

Backend Developer Intern | Dalili

January 2026 – March 2026

- Developed backend APIs using **Node.js** and **Prisma** to manage application data and database interactions.
- Implemented **authentication and authorization systems** to secure user access and protect sensitive endpoints.
- Implemented **error handling and structured responses** to ensure consistent API communication.
- Used **Postman** to test and debug backend APIs, validating request parameters, authentication tokens, and response data.
- Built backend logic to **filter and structure database results**, ensuring clean and efficient API responses for frontend consumption.
- Collaborated with the development team to improve backend architecture and maintain clean code practices.

Computer Technician and Sales Assistant | PCGarage | Tebnine

July 2023– September 2023

- Diagnosed and repaired hardware/software issues on customer devices.
- Installed and configured software and applications on laptops and smartphones.
- Assisted customers with device selection and product recommendations.
- Performed data transfers, backups, and system optimizations.
- Managed mobile money transactions, data top-ups, and SIM services accurately.
- Ensured high customer satisfaction through clear communication and problem-solving.

Cybersecurity Trainee | Education For Employment (EFE)

January 2026– April 2026

- Completed cybersecurity and networking training through Cisco Networking Academy.
- Gained foundational knowledge through hands-on labs and real-world scenarios.
- Strengthened communication, teamwork, leadership, and problem-solving skills.

PROJECTS

WildSuspect: Real-Time Multiplayer Game. | [Frontend GitHub](#) | [Backend GitHub](#) | [live site](#)

- Developed a **real-time multiplayer web game** using **React, Node.js, Express, and Socket.io**, enabling synchronized gameplay between players.
- Implemented **room creation, lobby management, and game state synchronization** using Socket.io for real-time communication.
- Built the frontend using **React, React Router, and Context API** to manage application state and game flow.
- Deployed the full-stack application with **Vercel (frontend) and Render (backend)** for scalable and accessible multiplayer gameplay.

SPACIN: A space-themed web application that fetches and displays real-time data from NASA's APIs, including Mars Rover imagery and astronomy content. | [Live Site](#) | [GitHub](#).

- Built a web application that **fetches and displays NASA data**, including APOD content and Mars Rover imagery, based on user-selected dates.
- Integrated **NASA APIs** and managed asynchronous requests using Axios with proper loading and error states.
- Implemented **Google OAuth authentication** to enable personalized user access.
- Developed the frontend using **React, React Router, and Tailwind CSS**, and deployed the application on Vercel.

TECHNICAL SKILLS

Languages: JavaScript, Java, C, SQL, Assembly, HTML, CSS

Frameworks & Libraries: React, Node.js, Express.js, Prisma, Socket.io, Tailwind CSS, ASP.NET

Databases: PostgreSQL, MongoDB

Tools & Platforms: Git, GitHub, Postman, Linux, Vercel, Render

Concepts: REST APIs, Authentication & Authorization, OOP, Data Structures, Bash Scripting

CERTIFICATES

Introduction to Modern AI - Cisco

Introduction to Cybersecurity - Cisco

Introduction to IOT - Cisco

Ethical Hacker - Cisco