

RAMI ITANI

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Education

Institute

Graduated: March 2022

Bachelor of Software Development - (BHI) Bir Hassan Technical Institute

- Courses: Software Development, Algorithms, Web Development, Mobile Development

University

Expected Graduation: Feb. 2027

Bachelor of Computer Sciences - (AUL) Arts, Sciences, and Technology University In Lebanon

- Courses: Software Engineering Practice, Applied Machine Learning, Operating Systems, Computer Architecture, Web Development, Algorithms and Data Structures

Work Experience

Freelancing

March 2026

Full-Stack Web Developer

DentalCore

- Developed a **responsive e-commerce website** for DentalCore to showcase and sell specialized dentistry machines, implementing a clean product catalog, and inquiry workflow to improve customer conversion rates
- Built the backend using **Node.js** and a relational database and an admin panel to manage products, categories, and customer inquiries, ensuring efficient inventory updates
- Implemented **SEO optimization** and **performance tuning** to reduce page load time by over **50%**

Projects

Lensity | *GitHub*

HTML/CSS/JS | PHP | SQL

- Developed a photography-focused e-commerce website showcasing cameras, lenses, and accessories with dynamic product listings and category filtering
- Built a **PHP backend with SQL database** integration to manage products, user accounts, and order records
- Implemented **responsive UI design, client-side validation, and secure server-side form handling** to ensure smooth user experience and reliable data processing

PaperKey | *GitHub*

Python | Tkinter | Hashing

- Built a GUI file locker that encrypts and secures local files using hashing-based encryption and controlled access mechanisms, implemented file selection and secure key handling through an **intuitive Tkinter interface**

TerminalBlackjack | *GitHub*

Python | OOP

- Developed a terminal-based Blackjack game using **object-oriented design** for deck, dealer, and player logic. Includes score tracking, game rules, and decision flow to simulate a realistic Blackjack experience.

Maze Generation Visualizer | *GitHub*

Java | JavaFX | Algorithms

- Created a maze generation visualizer implementing four algorithms (DFS, Prim's, Kruskal's, Recursive Division) with real-time rendering in Java Swing
- Designed step-by-step visualization to **demonstrate algorithm behavior** and path formation for educational purposes, along with handlers to control the visualization

Arbitester | *GitHub*

Python | Flask | React.js | HTML/CSS/JS

- Engineered an arbitrage detection platform that scans hundreds of matches across four bookmakers to identify profitable betting opportunities
- Implemented odds aggregation, best-market comparison per event, and an integrated arbitrage calculator for rapid evaluation
- Built a **Flask backend** for data processing and a **React-based UI** for real-time display and interaction with betting data

Technical Skills

Languages: Python | Java | SQL | HTML5, CSS, JavaScript | PHP | C#

Developer Tools: Postman, Git, Fiddler, MySQL, Websockets, Render, Unity3D

Frameworks: ReactJS, NextJS, NodeJS, Flask, Selenium/Playwright