

# Lea Saleh

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## Education

### Université Saint Esprit de Kaslik, USEK

Bachelor in Computer Engineering  
GPA

**Kaslik, Lebanon**

*Expected to graduate in*

**2028**

### SSCC Bauchrieh

Lebanese General Secondary Certificate in Life Sciences

**Beirut, Lebanon**

2008-2023

### DELF B2

Degree in the French language

**Beirut, Lebanon**

2022

## Experience

### Brand Ambassador- BOB Finance

**Beirut, Lebanon**

2024

- Promoted Bob Finance products and services, increasing brand awareness and engagement.
- Built and maintained strong relationships with clients and community members.
- Coordinated marketing campaigns and events to drive user acquisition.
- Collected feedback to improve customer experience and brand messaging.

### Game Master- Codex Adventure

**Jal-El-Dib, Lebanon**

2025

- Hosted and managed escape rooms and board game sessions, ensuring engaging experiences for clients.
- Explained complex game rules clearly and guided players through gameplay.
- Organized and ran solo events, including trivia nights and themed game sessions.
- Provided excellent customer service, collecting feedback to improve events and player satisfaction

## Skills

### Programming Languages:

- Java
- C++

### Web Technologies:

- HTML
- JavaScript
- CSS
- PHP

### Databases:

- SQL (Oracle, MySQL)

### Tools:

- VS Code
- Microsoft Office
- Multisim

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- Github

### Languages:

- Arabic (Native)
- French (Fluent)
- English (Fluent)

## Projects

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### Web Research Project

- Developed a website using HTML, CSS, JavaScript that highlights the development of the web.

### Temple Run Game

- Built the backend for a Temple Run–style endless-runner game, handling real-time game state updates and event processing.
- Developed server-side features including player sessions, scoring logic, obstacle generation, and reward mechanics.
- Conducted full functional and non-functional analysis for a Temple Run–style backend, including use-case and activity diagrams, class and sequence modeling, CRC cards, and a CRUDE matrix to define game logic, data flow, and system interactions.
- Implemented authentication and leaderboard functionality to enhance user engagement and competitiveness.

### Ticktacktoe Web Game

- Developed a fully interactive Tic-Tac-Toe web game using HTML, CSS, and JavaScript, implementing responsive UI design, game logic, win detection, and smooth user interactions.

### Found and lost Hub

- Built a Found & Lost Hub using an HTML/CSS/JavaScript front end for form handling and client-side data submission, paired with a PHP back end that processed JSON requests, interacted with the database, and returned structured XML responses.