

Reine Braidy

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EDUCATION

American University of Beirut, Lebanon

Bachelor of Science

Degree: Computer Science

Year of Graduation: 2026

PROJECTS

SkillTrade Software Engineering Project

- Token-based skill exchange website designed to facilitate direct knowledge exchange between users.
- Used HTML, CSS, JavaScript, React for the frontend, FastAPI for the backend and GitHub for version control.

Battleship Game

- Developed a terminal-based Battleship game in C with grid display, ship placement, and player turns.

Pet Adoption Database

- This project was designed to streamline pet adoption processes while keeping all data organized.
- Used SQL to program the database and designed it using the Enhanced Entity-Relationship (EER) model.

xv6 Operating System Project

- Modified the MIT xv6 operating system by adding custom system calls and corresponding user programs.
- Implemented new shell commands in xv6 and tested functionalities for correctness. Used GitHub for version control.

Cybersecurity Project

- Collaborated on a 3-member project replicating real-world cybersecurity attacks and defenses using Kali Linux, Ubuntu, and monitoring tools (Grafana/Splunk).
- Implemented firewalls, intrusion detection, and system hardening while analyzing network traffic and detecting brute-force/DoS attacks.

SKILLS

Programming Languages: Java, Python, C/C++, SQL, HTML, CSS, JavaScript

Computer Software/Frameworks: Git, Jira, xv6, Kali Linux, Ubuntu VM, Visual Studio Code, MySQL Workbench

Languages: English, French, Arabic