Jad Haddad

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Computer Science student at the American University of Beirut, skilled in full stack web and Android development. Pursuing a BS in Computer Science with a proven ability to adapt and contribute in academic and professional settings.

EDUCATION

American University of Beirut   Beirut, Lebanon

Current student pursuing a BS. in Computer Science

Aug 2021 – current

Technologies:

Java, Kotlin
JavaScript
Python
React
Springboot, FastAPI
MongoDB, MySQL

WORK & LEADERSHIP EXPERIENCES

Freelance Work – Cradaptive Inc.   Remote

August 2024 – September 2024

Developed an Android plugin for a Unity project to block certain apps in the background as per contract requirements. I optimized performance, handled inter-process communication, collaborated with the Unity team, and managed permissions and security. I also tested the plugin across devices and documented it for production integration.

Summer Research Internship Program – Qatar University   Doha, Qatar

June 2023 – Sep 2023

Summer Research Internship Program focused on implementing AI for lower jaw identification in panoramic radiographs using the U-Net architecture. Responsibilities included image preprocessing with thresholding and normalization, utilizing Python and the Keras library, and building on Google Colab. Additionally, I played a key role in optimizer selection to enhance model performance.

Summer Intern – Droobi Health   Doha, Qatar

June 2023 – July 2023

During my internship, I learned about software development team collaboration and received mentorship in back-end development. I created impactful sales pitch presentations, drafted Business Requirements Documents (BRD) for the implementation of a proposed feature and handled various responsibilities.

PROJECTS & CONTRIBUTIONS

FairShare – Personal Project

August 2024 – Targeted Release: Dec 2024

Developing an Android application designed to parse and assist with splitting receipts. The app leverages a custom-trained machine learning model to accurately parse receipts into their individual components, while utilizing Google's ML Kit for OCR. The application is built in both Java and Kotlin, with a SpringBoot backend. Planning on working with Kotlin multiplatform to help with IOS release.

More Projects and Contributions on my GitHub Page