

TONY SUCCAR

computer science graduate

CONTACT

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Profile Summary

Dynamic and motivated Computer Science graduate with a strong foundation in programming, data structures, and algorithms seeking internship opportunities to apply and further develop technical skills in a real-world setting.

Personal details

Date of birth
December 11, 2003
Gender
Male
Nationality
Canadian/Lebanese

Education

Bachelor's in Computer Science Sep 2022 - May 2025
Holy Spirit University of Kaslik USEK, kaslik
Eurisko Backend Certificate nov 2024 - jan 2025
Eurisko, adma
High School Diploma, GS sep 2008 - jul 2022
College Notre Dame, Sahel Alma

skills

- Programming Languages:
Java, C++, Python, C#.
- Web Technologies:
HTML, CSS,
Javascript, Typescript, React,
NestJS, Express.
- Database Managment:
MySQL, MongoDB.
- Moblie Developpment:
React Native.
- Strong problem-solving skills

Relative Projects

OpenGL Space Shooter GUI Game

Developed a dynamic space shooter game using C++ and OpenGL, featuring 2D graphics with SOIL2, immersive audio with IrrKlang. Implemented multithreading for smooth gameplay and a detailed HUD using GLUT.

Totters Clone Mobile App

A React Native food delivery app with Firebase auth & database, native features (camera, gallery, notifications), restaurant browsing, cart, EmailJS, and real-time dollar rate & location API

Advanced Library Management System API

A NestJS + MongoDB API for library management with user authentication, book borrowing, return tracking, reviews, and real-time updates.

Smart Wordrobe Mobile APP

A React Native app that uses NestJS, MongoDB, and Hugging Face AI models to manage wardrobes, tag clothes, track usage, and suggest outfits based on weather, occasion, and color harmony.

English

French

Arabic