

ISSA NOUH

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🐙 github.com/Issa-Nouh

Education

American University of Beirut (AUB)

B.S. in Computer Science

Jun 2021 – *Exp.* Dec 2025

GPA: 3.0/4.0

Experience

American University of Beirut

2023 – 2024

AI Chatbot Design & Development

- Researched, designed, and tested an AI chatbot tailored for AUB.
- Implemented Retrieval-Augmented Generation (RAG) for precise answers from a university knowledge base.

Independent Contractor — Be Clever For Educational Services

2025 – Present

AI Engineer

- Engineered a full AI-driven career counseling pipeline from JSON schema design and FastAPI endpoints to MongoDB integration, HTML generation, and deployment.

Projects

MedicBot 🐙

2024 – 2025

Final-year project integrating knowledge graphs with LLMs to translate natural-language queries into structured ones powering a novel EHR system.

MIT xv6 Enhancements 🐙

2025

Added lightweight threading (clone/join), implemented a `ps` system call, and ported UNIX-style `find` & `touch`.

Password Manager (Go)

2025

Developed a full password manager system in Go, using modern cryptographic primitives (Argon2id, AES-GCM) to protect a locally stored encrypted vault (SQLite), and implemented user workflows for managing credentials securely.

Maze Builder & Solver (A*)

2025

Implemented interactive maze generation and shortest-path solving using the A* search algorithm with efficient heuristics.

Tic-Tac-Toe AI (Minimax + Alpha-Beta)

2025

- Built an optimal Minimax agent with Alpha-Beta pruning to reduce explored game states while preserving perfect play.
- Implemented full game engine, win/draw detection, move validation, and CLI/GUI play mode.

Skills

• **Languages:** Python, Java, C/C++, JavaScript, HTML/CSS, SML

• **Python:** Gradio, LangChain, BeautifulSoup,

Playwright, FastAPI

• **Databases:** Pinecone, Redis, MySQL, MongoDB

• **Tools:** Git, GitHub, Render

Extracurricular Activities

- AUB Orchestra — Percussionist (2022–Present)