

EYAD JAWAD

Baghdad, Iraq

Website: <https://eyad-jawad.github.io> | GitHub: <https://github.com/Eyad-Jawad>

EDUCATION

University of Technology (UOT), Iraq

B.Sc. in Computer Science — Year 1

- Ranked top of class in first course

PROJECTS

Telegram Archiver (Python, Telethon)

<https://github.com/Eyad-Jawad/Telegram-Archiver-Using-Telethon>

- Archived 100,000+ messages (including media) using asynchronous pipelines
- A checkpoint system for error/interruptions recovery
- Designed schemas for several CSV files

Maze Game (C++, JavaScript, WebGL)

<https://github.com/Eyad-Jawad/maze-game>

- Extremely optimized C++ code for maze generation and solving
- A playable 3D game made with 0 dependencies using WebGL and JavaScript on: <https://eyad-jawad.github.io/maze-game/game/>

Huffman Compression Tool (C++)

<https://github.com/Eyad-Jawad/HuffmanCompression>

- Implemented full Huffman encoding/decoding from scratch
- Designed custom binary format (.HUF) with bit-level packing
- Iterated through the project until tree traversal encoding and decoding

TicTacToe (JavaScript, Python, AI)

<https://github.com/Eyad-Jawad/TicTacToe>

- A Min-Max AI made in Python and then JavaScript, with adjusted difficulty
- A playable game with clean UI hosted on GitHub: <https://eyad-jawad.github.io/TicTacToe/>

Image Processing Engine (C++)

<https://github.com/Eyad-Jawad/UOT-Image-processing-statistics-project>

- Implemented Sobel, Gaussian blur, and full Canny edge detection pipeline
- Built convolution system with dynamic kernel generation
- Processed raw BMP files using manual binary parsing
- Optimized multi-stage pipeline (NMS, thresholding, hysteresis tracking)

Research Paper: Low-Level Image Processing Using Kernel Convolutions

- Authored technical paper based on ~10 research papers and real implementations

Snake Game (Python, Pygame)

<https://github.com/Eyad-Jawad/Snake-Game>

- Built full game loop with grid-based movement system
- Implemented collision detection, score tracking, and dynamic difficulty

SKILLS

Languages: C, C++, Python

Web: HTML, CSS, JavaScript

Concepts: Data Structures, Algorithms, Bit Manipulation, Image Processing, Async Programming, Recursion, Backtracking, 3D Rendering

Tools: Git, SQLite, Pygame, BeautifulSoup, WebGL

ACHIEVEMENTS

Excellence Hackathon 2026 — Winner

University of Baghdad, College of Excellence

- Won first place in a highly selective program

ADDITIONAL INFORMATION

- Self-taught programmer (~8 months) with rapid progression
- Strong ability to independently research and implement complex systems
- Completed Harvard CS50 (Computer Science fundamentals)