

Carl Abou Saada Nujaim

UX Researcher

Human-Computer Interaction student at Université Paris-Saclay with a background in Computer Science and Animation, aiming for an R&D position in creating anything from a new creativity support tool, to the next UI framework.

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Languages

French Arabic English

Programming languages

JavaScript C# Java Dart C/C++
Python HTML/CSS PHP SQL Bash

Design tools

Figma Adobe Creative Suite Maya
Revit 3DS Max Blender
Toon Boom Harmony

Programming tools

Unity Flutter React OpenGL
THREE.js Oracle MongoDB

Soft skills

Creativity Problem Solving
Attention to Details Organization
Time Management Teamwork
Self-learning

Hard skills

UI Design Prototyping Wireframing
Ideation Web & Mobile Dev
Game Dev
Software Design & Documentation
3D Modeling & Animation
Motion Design Cell Animation

Work experience

Ex-Situ Research Lab 📍 Orsay, France ⌚ May → Aug. 2024 🔗 [Website](#)

Internship where I developed a new interactive and instrumental-driven version of VideoClipper, a tool for video prototyping.

Cre8mania Digital Agency 📍 Beirut, Lebanon ⌚ Feb. → May 2022 🔗 [Website](#)

Research internship where I developed image tracking and markerless web-based AR. I also participated in the modeling for two projection mapping animations for Jeddah Festival.

Education

Université Paris-Saclay 📍 Orsay, France ⌚ Sept. 2023 → Sept. 2025

Master's degree in Human-Computer Interaction

Lebanese American University 📍 Beirut, Lebanon ⌚ Sept. 2020 → June 2023

BS in Computer Science with a minor in Animation with a CGPA of 3.95/4.

Collège Notre-Dame de Jamhour 📍 Beirut, Lebanon ⌚ Sept. 2007 → June 2020

Completed Grade 12 with an average of 17.3 over 20, and ranked third of my class.

Awards

IDEX Scholarship ⌚ Sept. 2023 🏆 Université Paris-Saclay

Murex Award ⌚ June 2023 🏆 Murex

Most Collaborative Development Project Award for my Capstone Project "eave".

Honor Scholarship ⌚ Sept. 2020 🏆 Lebanese American University

Test scores

TOEFL 112/120 ⌚ Dec. 2023

Bac Français 17.73/20 ⌚ June 2020

SAT 1510/1600 ⌚ Dec. 2018

Projects

eave - The New Shopping Experience ⌚ Feb → May. 2023 🔗 [Link](#)

3D virtual and collaborative shopping environment created with my partner Naeem Hassan. I created and implemented the user interface and the environment and interaction logic.

TurboDOMBuilder ⌚ Feb. 2024 → Present 🔗 [Link](#)

A lightweight JavaScript library to easily create DOM elements, and that provide basic interaction-centric components suited for customization, and a utility to easily manage CSS styling and transitions.

Invisible Haunted Mansion ⌚ Sept. 2023 → Oct. 2023 🔗 [Link](#)

An immersive ghost-hunting game created in a group project where the player catches ghosts in their physical room using their smartphone/wearable device with auditory and haptic feedback. I implemented the interface and the game logic.

Upool Carpooling System ⌚ Dec. 2022 🔗 [Link](#)

Designed a transportation solution for university students in Lebanon.

For a more comprehensive list, take a look at the projects listed on my [LinkedIn](#) profile, and my artworks on my [instagram](#) portfolio page.