

Ebrahim Karam

Software Engineer

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WORK EXPERIENCE

1220 Exhibits

Interactive Technician

Nashville, TN, USA

Oct 2024 – Present

Third Coast Automation

Software Control Engineer

Nashville, TN, USA

Jul 2024 – Oct 2024

Animax Designs, Neon Global

Software Engineer

Nashville, TN, USA

Jul 2022 – Jul 2024

Helped with installations of animatronics and interactives all over the world

Created HMIs/GUIs in C# and Perspective Ignition to control and Maintain attractions and animatronics

Created Scripts and subroutines to improve workflow and documented procedures.

Developed code in Structured Text on Beckhoff PLCs to control figures and integrate them with Show Control Systems

National High School Game Academy, Carnegie Mellon University

Pittsburgh, PA, USA

Unity Developer & Advanced Programming Topics Teaching Assistant

Jun 2021 – Aug 2021

Helped create a curriculum to be taught to students

Gave students tech Support in Unity, C#, and Perforce

Delivered feedback on their work and personal game designs

AUB Aerosol Lab, American University of Beirut

Beirut, Lebanon

Research Engineer

Oct 2017 – Dec 2020

Developed and built instruments that measure users' puffing behavior

Built and developed an "Exposure Apparatus" to expose mice to water pipe smoke using C and Arduino

Created a data retrieval program for our air pollution monitor using Python and did some preliminary data analysis using pandas and Numpy

NAR: Next Automated Robot, Beirut Digital District

Beirut, Lebanon

Software Engineer Intern on the *RavenAI* Project

Jun 2017 – Aug 2017

Integrated GPS into the platform using C++ in Qt

Worked on an automated report generator in C++ with Qt

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh, PA

Master of Entertainment Technology

May 2022

American University of Beirut (AUB)

Beirut, Lebanon

BE in Electrical and Computer Engineering

Sep 2013 – Sep 2017

Minor In Mathematics and Biomedical Engineering

SKILLS

Programs & Tools: MATLAB, MATHEMATICA, SOURCE TREE, GIT, Microsoft Office, Unity, Reaper, VMWare, Beckhoff TwinCAT

Programming Languages: C++, C#, PYTHON, HTML5, CSS3, L^AT_EX, STRUCTURED TEXT, POWERSHELL

Languages: English: Native Language, Arabic: Fluent (speaking, reading, writing), French: Intermediate (reading), basic (speaking, writing)

PERSONAL PROJECTS *Click-able*

The A* Team as part of *Project Ignite*:

Spring 2022

Advised a team of high school students on building an interactive portrait using Unity C# & python

ACADEMIC PROJECTS *Click-able*

Team EyeDeal

Fall 2021

Provided analytics to the researchers from the game in C# with Unity

Worked on gamer feedback such as camera shake, audible meteor detection, and others

Team Help A peer

Spring 2021

Created an Augmentation of Zoom via WPF and C# to give more tools for the teacher in the classroom.

AWARDS & SCHOLARSHIPS

Best overall in makeathon Rethink the Rink (Purple Team)

Mar 2022

Recipient of the Electronics Art Diversity and Inclusion Award

Academic Year 2021-2022

1st Prize in the Beirut StartUp Weekend by TechStars (AI Advisor Team)

Oct 2017