

# Ebrahim Karam

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EDUCATION	<b>Carnegie Mellon University, Entertainment Technology Center (ETC)</b> Pittsburgh, PA Master of Entertainment Technology May 2022 <b>American University of Beirut (AUB)</b> Beirut, Lebanon BE in Electrical and Computer Engineering Sep 2013 – Sep 2017 Minor In Mathematics and Bio-medical Engineering
SKILLS	<b>CAD:</b> Auto-Cad, Google Sketch-up, EAGLE, SolidWorks, TinkerCAD, VCarve <b>Programs:</b> MATLAB, MATHEMATICA, LABVIEW, Microsoft Office, Google Apps <b>Programming Languages:</b> C++, C#, PYTHON, HTML5, CSS3, L <sup>A</sup> T <sub>E</sub> X <b>Languages:</b> English: Native Language, Arabic: Fluent (speaking, reading, writing), French: Intermediate (reading), basic (speaking, writing)
WORK EXPERIENCE	<b>National High School Game Academy</b> , 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 and Perforce Delivered feedback on their work and personal game designs <b>AUB Aerosol Lab</b> , American University of Beirut Beirut, Lebanon Research Engineer Jun 2021 – Aug 2021 Developed and built instruments that measure users' puffing behavior Built and developed an "Exposure Apparatus" to expose mice to water pipe smoke using C Created a data retrieval program for our air pollution monitor using python <b>NAR: Next Automated Robot</b> , Beirut Digital District Beirut, Lebanon Software Engineer Intern on the <i>RavenAI</i> Project Jun 2017 – Aug 2017 Integrated GPS into the platform using C++ Worked on the aesthetics and design of the generated report using HTML5, CSS, and python Created an interactive map using the Google Maps API and python
PERSONAL PROJECTS <i>Click-able</i>	<b>The A* Team</b> as part of <i>Project Ignite</i> : Spring 2022 Advised a group of 5 high school students on building an interactive portrait. <b>BeirutByByte</b> : Summer 2019 A project in collaboration with SAWA that makes the teachers' job in overcrowded classrooms easier. <b>Lebanon District D3 Map</b> : Summer 2018 The map shows the different govern-orates, districts and villages in Lebanon along with their names in Arabic and Latin.
ACADEMIC PROJECTS <i>Click-able</i>	<b>Team Colorize</b> Spring 2022 Was responsible for fabricating the activities and researching the proper materials needed <b>TechSpark Projects</b> Spring 2022 Made a variety of items that required the use of manual machining, Wood machine, laser cutter, 3D printer, and a jewellery studio . <b>Who Are You</b> as part of <i>Robotics for Creative Practice</i> Fall 2021 Was responsible for electronics and programming for a Zoetrope. <b>Team EyeDeal</b> Fall 2021 Was responsible for providing analytics to the researchers from the game. <b>Building Virtual Worlds</b> Fall 2020 Was the sound designer and producer for 5 games that were built in two week sprints or less.
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 BDD Intern Competition for Sustainable Development (BDD Bus) Aug 2017 1st Prize in the Beirut StartUp Weekend by TechStars (AI Advisor Team) Oct 2017