

Ebrahim Karam

Software Engineer

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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 Programming Languages: C++, C#, PYTHON, HTML5, CSS3, L ^A T _E X, STRUCTURED TEXT Languages: English: Native Language, Arabic: Fluent (speaking, reading, writing), French: Intermediate (reading), basic (speaking, writing)
WORK EXPERIENCE	Animax Designs, Neon Global Nashville, TN, USA Software Engineer Jul 2022 – Present Created a winform C# Windows application that read UDP packets from a PLC to turn on and control the volume of the computer Created an HMI in C# with Godot to control an animatronic figure over TCP. Working on a Central HMI in C# to help maintain and control several dinosaur figures over TCP. Continuously using Git to manage these code bases and others 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 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 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 <i>RavenAI</i> Project Jun 2017 – Aug 2017 Integrated GPS into the platform using C++ in Qt Worked on an automated report generator in C++ with Qt
PERSONAL PROJECTS <i>Click-able</i>	The A* Team as part of <i>Project Ignite:</i> Spring 2022 Advised a team of high school students on building an interactive portrait using Unity C# & python
ACADEMIC PROJECTS <i>Click-able</i>	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 BDD Intern Competition for Sustainable Development (BDD Bus) Aug 2017 1st Prize in the Beirut StartUp Weekend by TechStars (AI Advisor Team) Oct 2017