

Karam Khaled Albataineh

CURRICULUM VITAE

Personal information

www.karamcv.com

- Date of Birth : Feb 26, 2000.
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Education

- Yarmouk University: candidate for Bachelor degree of **Computer Science, graduate in July 2023.**

Technical Skills

- **Programming Languages:** C++ , C#, JAVA, Python, PHP.
- **Technology skills :** Git, GitHub-Action, Linux, Terraform, AWS, Jenkins, Nginx, Docker, kubernetes, Pulumi, Maven,, API, REST APIs.
- **Database:** MySQL, SQLite, PostgreSQL.
- **Tools:** Eclipse, Visual Studio Code, Cisco Packet Tracer, Spyder, IntelliJ.

Personal Skills

- Ability to work individually as well as in a team.
- Good communication skills to contact with others.
- Self motivation.
- Time Management.
- Ability to Work Under Pressure.
- Leadership.

Experience

Software Engineer Intern (2023 April –August) / Atypon

- learned about Java programming, Data structure, Algorithms, Design patterns, end Advance Java.
- DevOps learned about Git C/CO, Shell scripting ,Docker, Agile, Unit testing, Linux, Clean code and Maven, AWS, Network.

Software & DevOps Engineer (2024 February– August) / Optimum Partners

- Worked on DevOps tasks, utilizing tools and technologies such as Docker, Linux, and GitHub.
- Developed and maintained .NET applications using C#, API, following Domain-Driven Design (DDD) principles.
- Implemented minimal APIs with PostgreSQL as the database.
- Conducted unit testing to ensure code quality and reliability.

Projects

- **Terraform AWS WordPress**

Terraform configurations to set up a 3-tier architecture on AWS for hosting a WordPress application, consisting of a web layer, an application layer, and a database layer.

[View on GitHub](#)

- **Google Maps(Map API)**

This is a web application to help users to search for a specific location including a country, city, or specific places around the world, and calculate the traveling distance between any two locations. In this application, we are using Google Maps and Geo-coding APIs.

[View on GitHub](#)

- **UNO Game Engine**

In this Project, I build an UNO game engine to be used by other developers (not players). First, let us go over some background about the game. UNO is a card game that is typically played by at 2-10 players, and contains 108 cards divided as follows:

- Numbered cards (0-9)
- Action cards (Reverse, Skip, Draw Two)
- Wild cards (Wild, Wild Draw Four)

using Java and OOP to build an UNO game engine, in which developers can build their own variation of an UNO game.

[View on GitHub](#)

- **Library Management System**

Developed a library Management System to streamline book borrowing, returns, and inventory management for libraries using C# and .NET, employing Domain-Driven Design principles to enhance modularity, maintainability, and scalability

[View on GitHub](#)

Certifications

HashiCorp Certified: Terraform Associate (003)

Issued by HashiCorp : [View Certification](#)