Karim Ashraf

karimashraf.work@gmail.com | +(20)1143556358 | linkedin.com/in/karim-badawi | github.com/Karim-Ashraf1

Education

University of Science and Technology at Zewail City - Giza, Egypt
Oct 2022 – June 2026

- **Bachelor of Science in Computer science and Artificial Intelligence**
- **Major:** Software Development
- **Relevant coursework:** Software Engineering, Software Requirements, Algorithms and Data Structure, Operating Systems, Machine Learning , UI/UX, Embedded systems.

Work Experience

Game Developer, Innova – Part-time (Remote)
May 2024 – present

- Collaborated with a cross-functional team of 4 to develop a third person educational game to help simulate an environment where students can apply their theoretical knowledge practically.
- Integrated several key modules (UI, Inventory, Stamina, etc.).
- Managed the Quality Assurance process, identifying 10+ issues and improving game performance by 50%.

Coding Instructor, Ischool – Part-time (hybrid)
Nov 2023 – present

- Mentored 700+ students, achieving a 90%+ satisfaction rate in feedback surveys.
- Taught a wide range of topics, including Software Engineering, App Development, Game Development, Artificial Intelligence, Machine Learning, and Deep Learning.

Projects

Innova level-up

- Developed a multilevel educational game using Unreal Engine, designed to teach children financial literacy through a gamified experience.

Flappy-bird

- Developed a dynamic Flappy Bird clone in Unity, incorporating different difficulty levels, a scoring system, dynamic environmental elements, and smooth player input controls.

Minecraft VR clone

- Developed using Unity and XR Interaction Toolkit, enabling immersive VR interactions.
- Implemented core Minecraft-like functionalities, including a crafting system, block placement, destruction.

Tech-hub | E-commerce website

- Developed the back-end using .NET framework with Razor Pages, integrated with a MySQL database.
- Implemented unit testing with Selenium to ensure the reliability and functionality of key website features.
- Utilized Microsoft Azure for continuous integration and deployment (CI/CD) and Docker for deployment.

Technical Skills

Programming Languages: C++, C#, C, Python, Java, JavaScript, SQL

Technical Knowledge: Object-Oriented Analysis and Design, Software Requirements Development, Data Structures, Algorithm Analysis and Design, Artificial Intelligence, Machine Learning, UI/UX, Version control

Game Development: Unreal Engine, Unity Engine, Godot Engine, XR Interaction Toolkit, Meta Quest.

Web Development: React.js, HTML, CSS, Bootstrap, .NET, MySQL

Tools: Figma, Microsoft Azure, Docker, Git

Certificates

Virtual Reality Diploma   June 2023 – Oct 2023

- Completed a VR diploma with 412 Labs organized by the ACC, U.S Embassy, Cairo
- Tools Used: Unity Engine, XR interaction toolkit

Achievements

Best Database Project Award   Oct 2023 – Jan 2024

- Recognized as one of the top 3 projects in our batch among 69 teams for **Tech-Hub website**, judged by a panel of professors.