Karim Abdel Hamid

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# Education

**The American University in Cairo *(February 2015 – December 2020)***

* Ongoing bachelor’s degree in Computer Engineering

**International School of Choueifat - Cairo *(September 2010 – June 2014)***

# Personal Project Experience

**The Grindstone Engine *(October 27, 2016 – Current)***

(Personal project) Sole programmer and designer of my custom game engine, which has the following features:

* Cross-Platform (Linux + Mac + PC)
* Cross-API (OpenGL, DirectX, Vulkan)
* Modern graphics techniques including PBR and beautiful 3D shaders
* Designed to be beautiful, extensible, easy to use, performant, and flexible.

**Oak.js *(Spring 2016)***

* A RISCV32i IDE, simulator, and assembler. <https://skyus.github.io/Oak.js/>
* Designed and programmed both the front and backend with a colleague

# Work Experience

**Tutor *(Fall 2015, Spring 2016)***

Tutored Intro to CS, Intro to Programming using C++ respectively), Physics, and Calculus

**Teacher’s Assistant *(Fall 2015, Spring 2016)***

Was an undergraduate teacher's assistant for Dr. Howaida's CSCE1001 course at the American University in Cairo.

* Co-designed materials and curricula
* Taught dozens of students
* Debugged and aided students in the development of their projects

# Activities

**General Secretary for Computer Science and Engineering Association at AUC *(Fall 2017 - Spring 2018)***

* Led various department heads
* Coordinated several events

**Marketing Head for Computer Science and Engineering Association at AUC *(Fall 2016)***

* Expanded on the CSEA website, improving existing features and adding new ones.
* Led and recruited a team to create graphics and advertising for the association.

**Website Head for Computer Science and Engineering Association at AUC *(Spring 2016)***

* Programmed the backend, including features such as Projects, Events, User pages, and more.
* Designed the User Experience and Interface.

**Game Development Workshop Instructor at AUC *(Spring 2016, Fall 2016)***

* Designed the curriculum and presentations including Graphics, Programming, Level Design, Modeling, Texturing, and Game Design.

**Game Development Volunteer at University of California - Irvine *(Summer 2015)***

* Game Designer, Level Designer, Modeler, and Programmer scripting on Unity project – recruited by Professor.