Karam Matar

Karlskrona – Sweden

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○ KarmaSora

Education

Blekinge Institute of Technology   **Karlskrona, Sweden**
B.Sc. Software Engineering   *Aug 2023 – Jun 2026 (expected)*
Relevant coursework: Compiler Design, Operating Systems, Algorithms & Data Structures, Linear Algebra

Newcastle University   **Newcastle upon Tyne, United Kingdom**
Exchange Semester in Computer Science (Fall 2025)   *Sep 2025 – Jan 2026 (completed)*
Relevant coursework: Computer Vision & AI, Algorithm Design and Analysis, Security Programming, Game Design

Professional Experience

Blekinge Institute of Technology   **Karlskrona, Sweden**
Teaching Assistant (C++ Course)   *Sep 2024 – Jan 2025*
○ Assisted students with debugging and optimization in C++, strengthening OOP understanding.
○ Provided one on one mentorship on logic issues and memory management bugs.

Picasso   **Båstad, Sweden**
Staff Member (Summer Job)   *Jun 2021 – Aug 2023*
○ Supported daily operations and customer experience in a high-volume environment.
○ Improved multitasking, time management, and communication under pressure.

Trafikverket   **Remote via Blekinge Institute of Technology**
Software Developer Intern   *Jan 2025 – May 2025*
○ Developed an Azure DevOps pipeline task to detect third-party dependency vulnerabilities across repositories.
○ Automated SBOM generation (JSON) to improve dependency transparency and compliance.
○ Collaborated with stakeholders to align the solution with security and CI/CD requirements.

Projects

VulnerabilityChecker 2.0 (PowerShell, JavaScript, Azure DevOps):   Azure DevOps task that scans repositories for vulnerabilities in third-party packages.

GyaGame (Java):   2D semi-open-world shooter game built in Java using a provided graphics library.

ShowcaseSERL (Next.js, React, TypeScript, Tailwind CSS):   Next.js web app for showcasing projects with dynamic listings, detailed views, and kiosk mode.

Space Invaders (C++, SFML):   Space Invaders clone built in C++ using SFML.

Death Marching Souls (C#, Unity):   3D Unity game featuring traversal, progression, and boss combat.

Skills

Languages: Arabic (Native), Swedish (Fluent), English (Fluent)

Programming: Java, Python, C++, C, C#, PHP, JavaScript, TypeScript

Frontend: HTML, CSS/SCSS, Tailwind CSS, React, Next.js, Svelte, SvelteKit

Backend: Node.js, Express.js, Flask, MySQL, MariaDB, PostgreSQL

Game Dev & Graphics: Unity, SFML

Tools: Git, GitHub, Azure DevOps, CI/CD pipelines

Events and Achievements

Hackathon: Hollytech. First place winner.