Edwin Odeimi

Personal Information

Date of Birth: 26 April 1998
Nationality: Lebanese
Contact Details:

- Email: edwin.odeimi@edu.devinci.fr
- Phone Number: +33 (0)6 79 79 99 78
- LinkedIn: https://www.linkedin.com/in/edwin-odeimi
- Facebook: https://www.facebook.com/edwin.odeimi
- Instagram: https://www.instagram.com/edwin_od/

Address: 3 rue de Panicale, 78320, La Verrière, France

Objective: I am writing this CV to secure a career opportunity, while utilizing my skills and prior training for the contribution to the success of the company.

Languages:

- Arabic *(Native)*
- French *(Fluent)*
- English *(Fluent)*

Interests:

- Game programming and design (since 2010)
- Aviation (Simulations – since 2008)
- Skiing (since 2004)

Education

Graduated June 2016: **Lebanese Baccalaureate, General Science**
College des Freres Maristes, Champville
Dik El Mehdi, Lebanon

Graduated May 2021: **Bachelor of Engineering, Computer**
Lebanese American University (LAU)
Byblos, Lebanon

Expected to graduate in June 2023: **Master of Manager in Game Programming**
Pôle Universitaire Léonard de Vinci – IIM
La Défence, France

Memberships

September 2016 till May 2017: Institute of Electrical and Electronic Engineering (IEEE)
September 2018 till May 2021: Robotics Club at LAU

Experience

June 2020 till August 2020:	**Full-Stack Web Development Intern** Eurisko Mobility Adma, Lebanon
January 2018 till May 2021:	**Assistant at the network, telecom and multimedia office** Lebanese American University (LAU) Byblos, Lebanon
July 2019 till September 2019:	**Security** Solemar beach resort Kaslik, Lebanon
June 2011 till September 2011:	**Hair washing** Elie Kattar hair and beauty salon Naccache, Lebanon

Achievements

October 2015:	**Developed (Unity3D) and uploaded a game on the Google Play Store.** **App Name: IN** **Publisher Name: ULEB**
September 2017:	Built a parking ticketing system using logical gates, tested with Quartus.
September 2018:	Built a 3-step authentication password (push buttons, ultrasonic sensor and potentiometer) using a MC9S12DT256 microprocessor, developed using assembly language specified in the processor's datasheet.
September 2018:	Developed a (prototype) government database using MySQL, and its user interface using JavaFX.
January 2019:	**Fruit collector game, with VGA output to a monitor, using Altera DE2-115 FPGA and Quartus.**
January 2019:	Built a solar tracker system only using BJTs, resistors, photoresistors and a DC motor.
September 2019:	Built a "pet" rover, using the embedded system PIC18F4550, that follows the user using an ultrasonic sensor, and that fetches a red ball using a Raspberry PI for image processing.
September 2019:	Developed a genetic algorithm inspired from natural selection, using MATLAB.
November 2019:	Developed a motion capture prototype device using MPU-6050 6-axis motion sensors (Gyro + Accel).
November 2019:	Used a CRT Television to mimic an oscilloscope to visualize a signal, and an Arduino to generate the functions needed. (In the future, I will be inserting a Fourier Series algorithm to view the signal in the frequency domain).
January 2020:	**Developed a multiplayer Hide and Seek mobile game using Unity3D.**

January 2020:	Developed a Covid19 contact tracing app (+ server and database) using Android Studio (Java).
June 2020:	Developed a full-fledged full-stack prototype website using Angular and NodeJS.
September 2020:	Developed a supervised learning age recognition software based on K-nearest neighbor algorithm and an artificial neural network (both handwritten algorithms – i.e., no libraries) and an ensemble of the two, accompanied by a Monte-Carlo cross validation algorithm (also handwritten) using Python and tKinter (for UI).
September 2020:	Re-created a simplified Paint.exe app using Java and JavaFX.
January 2021:	Developed an RNA sequence search and similarity computation software based on the following similarity measures: Edit Distance, Intersection, Jaccord, Dice, Cosine, Euclidean Distance, Manhattan Distance, and PCC. The search was done using the K-nearest neighbor technique. All are handwritten algorithms (i.e., no libraries used) using Java and JavaFX.
January 2021:	Created an advanced business plan for a theoretical company for a portable brainwave imaging device.
January 2021:	Built an E-Bike from a regular bicycle, with electrical and mechanical automated gear shifting implementation. It also supports cruise control (handwritten hardware code for PID feedback control).
September 2021:	**Godfather/Godmother Game Jam (academic year start jam) – Developed a 2P 2D button smash competitive game using Unity3D.**
September 2021:	**Developed a "collect them all" game using C++ purely.**
October 2021:	**Ludum Dare Oct2021 Game Jam – Developed a 2D platformer game where special abilities are projectiles that follow a trajectory (with trajectory prediction and visualization) some with and others against gravity using Unity3D.**
November 2021:	**Alt.Ctrl.GDC Project – Developed a 3D western runner game where the controls used are a physical custom build device that mimics a railroad cart that needs 2 players to push on the center lever, two additional levers to change lanes that need to be pulled with a rope (cowboy style), and a few buttons on the other side to mimic a player ducking from a bullet coming from behind. The players need to synchronize and keep cooperating since each has his own screen from his POV and needs to warn the other which has the controls for the specific task (changing lanes or ducking). The game is developed using Unity3D.**

Computer Skills

- Microsoft Office
- Unity3D (C# & JS)
- C++
- Unreal Engine (BP & C++)
- Java & JavaFX
- Git
- NodeJS for Web Backend
- Angular for Web Frontend
- PHP
- Python
- MySQL
- MongoDB NoSQL
- HLSL
- Blender
- Raspberry PI
- Arduino
- PSPice
- MATLAB
- Photoshop

NB: *References are available upon request.*