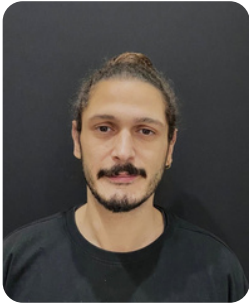


IMAD IBRAHEM

BUSINESS INFORMATICS GRADUATE
“WIRTSCHAFTSINFORAMTIKER”

Recent “Wirtschaftsinformatik” graduate from TU-Berlin and currently seeking new opportunities as a Software Developer where I can contribute and develop my knowledge in programming, I am committed to continuous learning and eager to tackle new challenges.



+49 176 22663571 | imadibrahem23@gmail.com | linkedIn | GitHub | Portfolio Website | Berlin, Germany

EDUCATION

• Oct 2019 – Mar 2025	TU-Berlin:	Business Informatics (B.Sc)
• Oct 2021 – Nov 2022	Universty of crete:	“Erasmus” Business Informatics (B.Sc)
• Oct 2011 – Nov 2015	Tishren University:	Architecture (B.Sc)
• Sep 2007 – Jun 2011	Harfoush School:	High School Degree: 1.3

WORK EXPERIENCE

Student Job – IT Support & Web Development Apr 2024– Mar 2025
Die 3 Zahnärzte clinic Berlin, Germany

- Provided IT support and managed website development and maintenance to improve user experience and online presence.
- Optimized website content for better search engine rankings, resulting in a 17% increase in visibility and online appointment bookings.
- Supported social media advertising campaigns, enhancing engagement and improving client outreach.

Internship – Intelligent Software Systems Oct 2023– Mar 2024
TU Berlin Berlin, Germany

- Developed a campus experience mobile application to enhance student interactions and navigation.
- Implemented an interactive map interface allowing users to find points of interest (POIs), navigate routes, and receive activity suggestions.
- Utilized Java, Spring Boot, Flutter, and PostgreSQL to build a scalable and user-friendly platform.

RECENT PROGRAMING PROJECTS

Murus Galicus AI & GA optimization: Thesis project
• Developed an engine for the board game "Murus Galicus" as part of my bachelor thesis, featuring an interactive GUI and a competitive AI bot.
• Implemented Genetic Algorithms (GA) for optimizing the AI's decision-making process, enhancing its ability to adapt strategies dynamically.
• Technologies: JAVA, GUI, Genetic Algorithms, AI Algorithms

Pac-Man AI Project: University Project
• Developed an AI-driven Pac-Man agent as part of an Erasmus university project, exploring various AI algorithms for pathfinding and decision-making.
• Implemented intelligent behaviors for navigating mazes, avoiding ghosts, and collecting items efficiently.
• Technologies: Python, AI algorithms

KEY SKILLS

- Programming Languages: Java Python SQL JavaScript Flutter HTML CSS Scala R Haskell
- Tools & Technologies: Spring Boot Git Maven GUI REST APIs IntelliJ Eclipse VS Code
- Methods & Techniques: OOP Agile SEO Data Analysis AI Algorithms Data Structures UML BPMN
- Soft Skills: Problem Solving Teamwork Adaptability Attention to Detail Creativity

ACHIEVEMENTS

- Codewars: 4 kyu (Top 8%)
- LeetCode: solved 200+ problems

LANGUAGES

- German C2
- English C2
- Arabic C2
- French A1