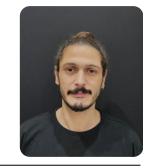
IMAD IBRAHEM

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.



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EDUCATION

• Oct 2019 - Mar 2025

• Oct 2021 - Nov 2022

Oct 2011 – Nov 2015

• Sep 2007 - Jun 2011

TU-Berlin:

Universty of crete:

"Erasmus" Business Informatics (B.Sc)

Tishren University:

Architecture (B.Sc)

Business Informatics (B.Sc)

Harfoush School: High School Degree: 1.3

WORK EXPERIENCE

Student Job - IT Support & Web Development

Die 3 Zahnärzte clinic

Berlin, Germany

Apr 2024- Mar 2025

- Provided IT support and managed website development and maintenance to improve user experience and online
- 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

Berlin, Germany

Oct 2023- Mar 2024

TU Berlin

- 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 Al Project:

University Project

- · Developed an Al-driven Pac-Man agent as part of an Erasmus university project, exploring various Al 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 Eclipce VS Code Methods & Techniques: Data Analysis Al Algorithms Data Structures UML BPMN OOP Agile SEO · Soft Skills: Problem Solving Teamwork Adaptability Attention to Detail Creativity

ACHIEVEMENTS

Codewars: 4 kyu (Top 8%)

LANGUAGES

· German C2 • English C2 Arabic C2 French A1