Karim Abou Nassif

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EDUCATION

American University   **Washington, DC**
Computer Science (Major) / College of Arts and Science – GPA: 3.0   *May 2018*
Business Administration (Minor) / Kogod School of Business

Skills

Programming Languages: Java 7, Python, SQL, Assembly (AVR Atmega 328PB), MATLAB, Javascript.
Appliations: IntelliJ IDEA, Git, IDLE (Python), Microsoft Access, Atmel Studio 7.0, Octave 4.0.
Spoken Languages: English (native), Spanish (native), Arabic (beginner).

EXPERIENCE

Artisan Lamp   **Washington, DC**
Website Manager   *September 2015-December 2015*
- Update website to accurately reflect inventory.
- Respond to emails and inquiries from customers.

Influence Communications   **Miami, FL**
Intern   *July 2015-August 2015*
- Researched and created brief sheets on clients to keep the rest of the team up to date with all clients.
- Helped manage email lists and organize previous works for clients.

National Museum of Crime and Punishment   **Washington, DC**
Intern   *September 2014-December 2014*
- Ran the museum's social media pages (Facebook, Twitter, and Instagram).
- Assisted the sales workers with their duties, such as sending mail and database entry.

Gerencias y Alimentos Nassif (McDonald's Franchise Owner/Operator)   **Caracas, Venezuela**
Human Resources Assistant   *January 2012-August 2012*
- Assisted in the organization of the Human Resources department of GAN, such as employee records.
- Updated company records with employee information and helped organize existing files.
- Learned the style of life and work in a business office.

Projects

Virtual Enigma Machine   **Java 7**
Virtual version of the WWII Nazi encryption device. Encrypts as well as decrypts messages based on user-selected combination of machine settings.

Monophonic Synthesizer   **Assembly (AVR ATMega 328PB)**
Synthesizer which outputs waveforms in saw tooth, triangle and sine shapes, chosen by user. Capable of variable frequency as well as volume control through a potentiometer.

16 Puzzle Solver   **Java 7**
Program to solve user-inputted 16-puzzle. Makes use of a breadth-first search algorithm.