

Rami S. Al-Hakimi

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EDUCATION

Karabuk University

B.S in Mechatronics Engineering

- **Concentrations:** Intelligence and Modeling/Simulations
- **GPA:** 3.60/4.00 First Semester
- **Related Coursework:** Solidworks & Matlab & C++

Karabuk, Turkey
Sep2021– Feb 2022

Vrije Universiteit Amsterdam

Foundation year for international students (VASVU)

- **Concentrations:** Mathematics B, Dutch language, English and Programming(Python)

Amsterdam, Netherlands
Sep2023 – Jul 2024

Vrije Universiteit Amsterdam

B.S in Computer Science

Amsterdam, Netherlands
Sep2024 – Jun 2026

EXPERIENCE

Headstartar AI

Software Engineering Fellow

New YORK, USA
Jul2024 – Sep 2024

PROJECTS

Snake Game

Amsterdam, Netherlands
May 2024

- Developed a classic Tic Tac Toe game in Python using Tkinter for the GUI.

Tic Tac Toe Game

Amsterdam, Netherlands
May 2024

- Developed a classic Snake game in Python using Pygame for game development.

ACTIVITIES AND LEADERSHIP

Wake Up Your Mind

Volunteer.

Amsterdam, Netherlands
Sep 2023 – Feb 2024

- Participated in the "Wake Up Your Mind!" Project under the Social Service Time (MDT) organization, where we developed a magazine highlighting the experiences and challenges of newcomers to the Netherlands. Our project aimed to foster awareness and inspiration through shared personal stories.

Yemeni Student Union

Vice President of the supervision and Evaluation Committee.

Karabuk, Turkey
Oct 2021 – Feb 2022

- An organization of 750+ members, hosting religious events, managing a board of executives, and reaching out to the underprivileged community in Karabuk.

SKILLS

Programming: Python, JavaScript, HTML/CSS, MATLAB, C++.

Tools: Android Studio, AWS, Git, Bootstrap.

Languages: Arabic, English, Turkish and Dutch.