

KARIM AHMED ABDELAZIZ

✉ karim.ahmed4815e@gmail.com

🐙 @rexmirak

🌐 Karim Ahmed

Employment History

- 2023 ♦ **Intern For a project to create a game that reduces stress** Media Engineering and Technology Faculty - MET, German University in Cairo - GUC.
- ♦ **Concepts Of Programming Languages Course Volunteer Junior Teaching Assistant** Media Engineering and Technology Faculty - MET, German University in Cairo - GUC.
- 2019 ♦ **Mathematics Teaching Assistan** Private Tutor.

Education

- 2019 – 2024 ♦ **B.Sc. Computer Science and Engineering**, German University in Cairo - GUC
Thesis title: *3D Reconstruction Of Human Characters*.
- 2016 – 2019 ♦ **IGCSE High School Diploma**, Manor House International School.

Skills

- Languages ♦ Strong reading, writing and speaking competencies for English and Arabic and A2 level in German
- Coding Languages ♦ Strong Skills in Java, C++ and Python
Moderate skills in Prolog, Haskell, Embedded C and VHDL
- Game Dev ♦ UNITY and C#.
- Web Dev ♦ HTML, CSS, JavaScript, a strong understanding of MERN Stack. UI/UX Development, Figma and a moderate understanding of ASP.NET
- Databases ♦ MySQL, PostgreSQL, MongoDB.
- Misc. ♦ \LaTeX , Git, FLStudio, Photoshop, Microsoft Office Suite,
Academic research, teaching, training

Extracurricular Activities

The Intelligent Question (TIQ) - A debate Club Based in the GUC

- 2019 – 2021 ♦ **Debater**, Took part in approx. 30 debates discussing a myriad of different topics
- 2021 – 2022 ♦ **Co-President**, Took a leading role in the club's board with a focus on operations (external relations and coordination and logistics)
- 2022 – 2023 ♦ **Public Relations and Fundraising Supervisor**, was responsible for a team of 7 people with the focus on how to initiate and coordinate collaborations, writing proposals, approaching sponsors and event planning

Projects

- 2023 ♦ **MERN, Team of 5**, Developed a website for an integrated healthcare system that consists of a pharmacy and a clinic.
- ♦ **Unity, C#, Team of 4**, conducted a scientific research on a game that we developed to help reduce stress.
- ♦ **Unity, C#, Alone**, Developed an endless runner game available on PC and Android.
- ♦ **Unity, C#, Alone**, Developed an decision-based, horror, cinematic game that consists of 2 branching timelines each branches into 2 more.
- 2022 ♦ **JS, Alone**, Developed a web application alternative for the desktop version to be used across multiple platforms, Deployed using Github pages and available through [this link](#)
- ♦ **ASP.NET and SQL, Team of 3**, Developed a postgraduate Database System.
- ♦ **Node.JS and MongoDB, Team of 4**, Developed a model online shopping website.
- 2021 ♦ **Java, Alone**, Developed a desktop application to be used by GUC students to calculate individual course grade, semester GPA and commutative GPA - Available on [Github](#).