KARIM AHMED ABDELAZIZ

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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 availabe 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`.