

# Riwa Hoteit

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## EDUCATION

**Lebanese American University, B.E, Computer Engineering**

*Fall 2020 – Spring 2025*

- President of Google Developer Student Club, Founding President of IEEE Women in Engineering, Vice President of IEEE Artificial Intelligence Club
- Computer Engineering Student Representative (Fall 2023 – Spring 2025)
- Zaka / BeirutAI Student Ambassador Lead
- Notion Campus Leader (Cohort 2024-2025)

## PROFESSIONAL EXPERIENCE

**Simulation Engineer at inmind. ai, Full-Time**

*July 2024 – Present*

- Worked on a paving simulator in **Unity** as a scrum master for **CAT**
- Created the project's PIP and divided the tasks from the start of the project

**Coding Instructor at Robotics and VR/AR Summer School, Full-Time**

*July 2024 – August 2024*

- Prepared and created an interactive curriculum to teach children in middle school and high school robotics
- Used **LEGO Spike PRIME** and **Vex VR** while teaching general concepts of robotics & creating challenges

**Simulation Engineer at inmind. ai, Part-Time**

*April 2023 – July 2024*

- Worked on a carset digitization & simulation project in **Unity** for **Rolls Royce**
- Worked on an AR Application to localize and scan an environment using **Unity** and **Vuforia** with **idealworks**
- Worked on a **ThreeJS** and **Angular** project to load carsets in **3D WebGL**

**GRIND Digital, Internship**

*January 2023 – March 2023*

- Worked on game development in **Unity**, specifically **VR/AR**
- Practiced on **agile** development and learned to collaborate and pose ideas in a team

## EXTRACURRICULAR EXPERIENCE

**Beirut, Team Member / Fullstack Developer**

*January 2024 – December 2025*

- Created a C4 model while specifying the entire software architecture with use-case diagrams before development
- Designed the UI for the website in **Figma** and developed it using **React Native** and **Tailwind**
- Developed and manually filled a database using **MySQL** after drawing a detailed CDM and LDM
- Developed an LLM model using **OpenAI GPT-3.5 & OpenAI Whisper** and connected the backend of **Nodejs** through **FastAPI**

**NightVentures, Frontend Developer**

*January 2023 – May 2023*

- Designed the UI for the website in **Figma** and developed it using **React** and **Tailwind**
- Connected an **SVC Model** that predicts the user's music genres using **Python**
- Deployed the frontend using **Vercel** and backend using **Render**

**Barnard RL, Team Member / Frontend Developer**

*January 2023 – December 2023*

- Designed a hospital room replica in **Blender**
- Worked in **Unity** and **MagicLeap** to implement an AR environment
- Worked on a front-end application using **React** and **Tailwind**

**Touch and Feel in Virtual and Augmented Reality, Software Lead**

*September 2022 – December 2022*

- Designed a VR/AR platform in **Unity VR**
- Developed an advanced hand-tracking input system leveraging **OpenCV** in **Python**, capturing hand points and seamlessly mapping them into **Unity**, eliminating the need for traditional VR controllers

## AWARDS AND ACHIEVEMENTS

**Global Game Jam 2023** (Worked as a 3D Game Designer)

**Omniverse Courses - NVIDIA**

## SKILLS & PERSONAL

**Languages:** Arabic (native), English (fluent), French (basic)

**Programming Languages:** Java, C, C# (Unity), Python, HTML/CSS, JavaScript, React, React Native, SQL

**Applications:**

- Office: Microsoft Word, Microsoft Excel, Microsoft PowerPoint
- IDEs: Visual Studio Code, IntelliJ, Eclipse, PyCharm
- Graphic Design: Adobe Photoshop, Adobe Illustrator, Blender, Figma
- University: Quartus, PSpice

**Soft Skills:** Leadership, teamwork, problem-solving, creativity, communication

**Interests:** Video Games, Anime, Volleyball