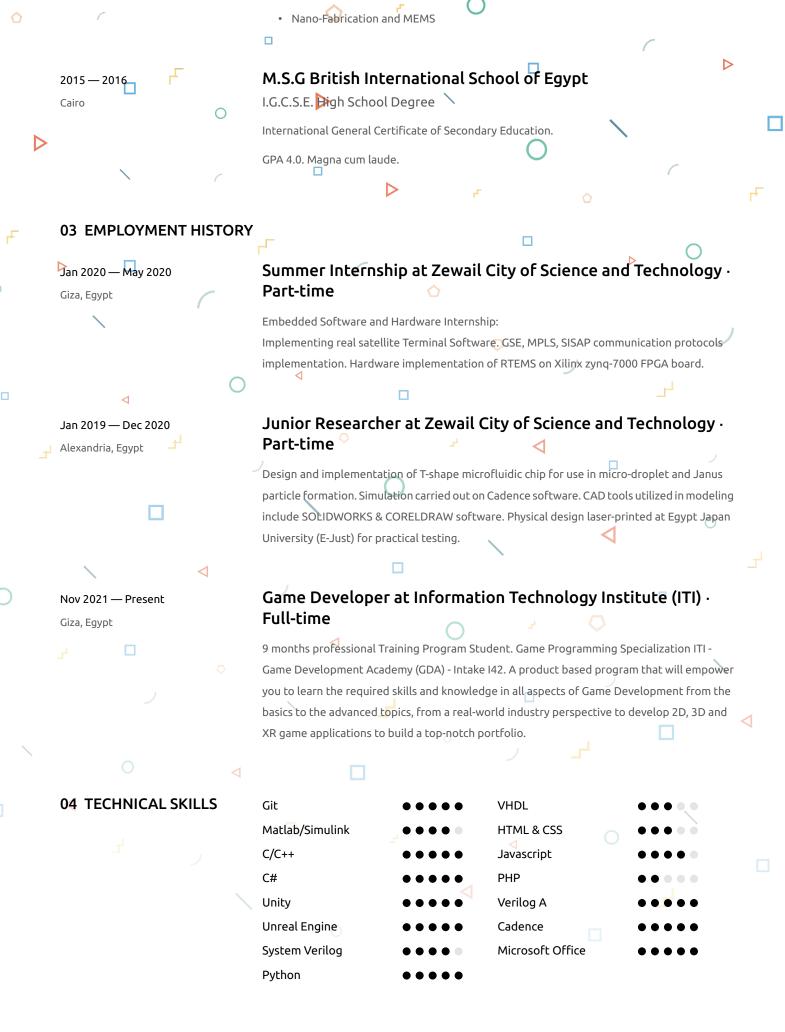
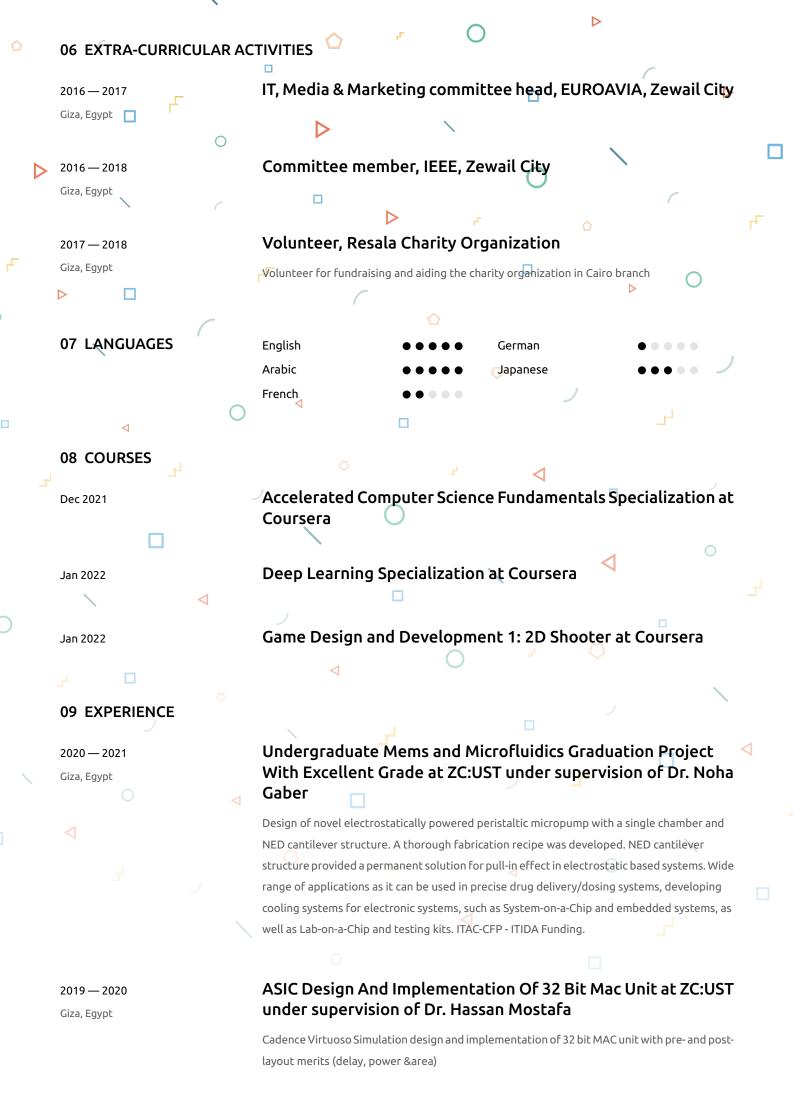
Rami Wail Shoula Саіго **ADDRESS** PHONE +201119778840 Egypt PLACE OF BIRTH Egypt romioshoula@gmail.com **EMAIL** CONTACT romioshoula@gmail.com, s-romioshoula@zewailcity.edu.eg, in/romioshoula, github.com/romioshoula, facebook.com/rami.shoula, romioshoula.itch.io, artstation.com/romioshoula98 01 PROFILE I am a *passionate voyager* in the midst of an endless ocean of knowledge. *Bachelor* in Nanotechnology and Nanoelectronics Engineering. Game Developer at ITI Game Development Academy (GDA). Interests include computer programming, VLSI design, EDA tools, embedded systems, Internet of things (IoT), artificial intelligence (AI), mixed signals, IC design and video game development. Recently completed Deep Learning and Accelerated Computer Science Fundamentals specializations on Coursera. Currently pursuing Game Design and Development specialization on Coursera and have successfully completed the first course. I am always keen on learning the latest cutting edge technologies and am constantly on a path of self-improvement. 02 EDUCATION Information Technology Institute (ITI) Nov 2021 — Present 9 months Professional Training Program, Game Development Giza, Egypt Courses/Programs covered include: -• C++ Object-Oriented Programming & Data Structures Visual C# .NET **Game Design** UI & UX Design Computer Graphics & Shaders Unity3D · Unreal Engine Game Network Artificial Intelligence · Virtual Reality University of Science and Technology at Zewail City (ZC: UST) 2016 - 2021B.S.C in Nanotechnology And Nano-Electronics Engineering Giza, Egypt GPA around 3.0 Double Focus concentration:

Nano-VLSI



Judgement and Decision Making Strategic Project Management Leadership Entrepreneurship Communication Teamwork **ACHIEVEMENTS** British Council: CIPP Outstanding Achiever 2010 - 2011 Habitudes Leadership Training 2014 2nd place in Alabakera TV Show competition 2016 **PROJECTS** ASIC Flow: Optimization of Power, Area & Frequency of a designed RTL Code using DC Compiler Tool. Two-stage Operational Amplifier using CADENCE (Pre-Layout Simulation) Audio Amplifier Circuit – Design and Implementation using Cadence (Pre-Layout Simulation) Analog to Digital Converter (ADC) using CADENCE (Pre-Layout Simulation) Modeling a 90-nm NMOS and PMOS With COMSOL Diamagnetically levitated electrostatic micromotor (DLEM) model and fabrication Temperature Sensor based on Light Transmittance inside an optical fiber using COMSOL NMOS Transistor Fabrication using SENTAURUS Write and develop C++ EDA tool to calculate connectivity matrix, partition, perform floor-planning and measure merits of each path. Design RF / Mixed signals LNA in Cadence and ASITIC. Merits calculated for pre- and post- (DRC, LVS and PEX) layout simulation. Adv. MEMS simulation of electrostatic microvalve.



2021 — 2021
Giza, Egypt

Oct 2019
Giza, Egypt

Nov 2019
Giza, Egypt

Analog Mixed Signals 10-bit SAR ADC at ZC:UST under supervision of Dr. R. El-Damak

Design of 10 bit ADC for wearable brain computer interface system using the 90 nm generic PDK on Cadence Virtuoso with 1 V supply with a 32 kHz sampling rate. Implementation of rate Successive Approximation Register (SAR) ADC, Sample and hold circuit (SHA) and Digital to Analog Converter (DAC). The ENOB and SNR are measured to be 6.7, 42.22 dB respectively, giving a FOM = 2.85pJ / John II step.

Testing And Verification Of IP In UVM Environment at ZC:UST under supervision of Dr. Hassan Mostafa

Implementation of Universal Verification Methodology (UVM) using UVM 1.2 package on EDA playground / System Verilog. Testing and verification of encrypted intellectual property (IP).

C++ Connectivity Matrix and Partitioning EDA Algorithm at ZC:UST under supervision of Amr Nabil Helmy

Written a C++ program which partitions an even number of cells using Kernighan-Lin partitioning algorithm after obtaining the connectivity matrix of the cells. The input was a pin-oriented netlist, and the output clearly specified which cells belong to which block.

C++ EDA Functional Algorithmic Project at ZC:UST under supervision of Amr Nabil Helmy

Written a C++ code to read netlist data from a text file, extract the different paths, calculate the maximum propagation delay for each node, do proper partioning, perform floor-planning and then find the longest path and determine the suitable clock period.

10 GAME DEVELOPMENT EXPERIENCE

Nov 2021

Giza, Egypt

OOP & Data Structures for Game Development, ITI GDA 142

Combination of C/C++ OOP projects :

- Implement Magic box algorithm, and switch menu Console program
- Employee Structure application using dynamic allocation , Line editor using pointers
- Double linked list Stack, Queue binary search; bubble sort; selection sort
- Traverse Binary Tree nodes using recursive functions
- Design and Implement Class Complex, copy constructor to Class Stack
- Operator overloading in Class Complex, Abstract Class pure virtual methods

Dec 2021

Giza, Egypt

C++ Resizeable 2D maze generation using vectors, ITI GDA I42

C++ Build of Console program that randomly generates a resizeable 2D maze based on vectors. SFML implementation to allow the user to translate in the generated maze paths to reach a generated goal then choose to replay or close the program.

