

# Rami Wail Shoula

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.

## Education

**9 months Professional Training Program, Game Development at Information Technology Institute (ITI), Giza, Egypt**

NOVEMBER 2021 – PRESENT

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

**B.S.C in Nanotechnology And Nano-Electronics Engineering at University of Science and Technology at Zewail City (ZC: UST), Giza, Egypt**

2016 – 2021

GPA around 3.0

Double Focus concentration:

- Nano-VLSI
- Nano-Fabrication and MEMS

**I.G.C.S.E. High School Degree at M.S.G British International School of Egypt, Cairo**

2015 – 2016

International General Certificate of Secondary Education.

## Details

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**Place of birth**  
Egypt

## Contact

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## Technical Skills

Git  
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Matlab/Simulink  
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C/C++  
\_\_\_\_\_

C#  
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Unity  
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GPA 4.0. Magna cum laude.

## Employment History

### Summer Internship at Zewail City of Science and Technology · Part-time , Giza, Egypt

JANUARY 2020 – MAY 2020

Embedded Software and Hardware Internship: Implementing real satellite Terminal Software. GSE, MPLS, SISAP communication protocols implementation. Hardware implementation of RTEMS on Xilinx zynq-7000 FPGA board.

### Junior Researcher at Zewail City of Science and Technology · Part-time , Alexandria, Egypt

JANUARY 2019 – DECEMBER 2020

Design and implementation of T-shape microfluidic chip for use in micro-droplet and Janus particle formation. Simulation carried out on Cadence software. CAD tools utilized in modeling include SOLIDWORKS & CORELDRAW software. Physical design laser-printed at Egypt Japan University (E-Just) for practical testing.

### Game Developer at Information Technology Institute (ITI) · Full-time, Giza, Egypt

NOVEMBER 2021 – PRESENT

9 months professional Training Program Student. Game Programming Specialization ITI - Game Development Academy (GDA) - Intake I42. A product based program that will empower you to learn the required skills and knowledge in all aspects of Game Development from the basics to the advanced topics, from a real-world industry perspective to develop 2D, 3D and XR game applications to build a top-notch portfolio.

## Extra-curricular Activities

### IT, Media & Marketing committee head at EUROAVIA, Zewail City, Giza, Egypt

2016 – 2017

### Committee member at IEEE, Zewail City, Giza, Egypt

2016 – 2018

### Volunteer at Resala Charity Organization, Giza, Egypt

2017 – 2018

Volunteer for fundraising and aiding the charity organization in Cairo branch

## Courses

### Accelerated Computer Science Fundamentals Specialization at Coursera

DECEMBER 2021

### Deep Learning Specialization at Coursera

JANUARY 2022

### Game Design and Development 1: 2D Shooter at Coursera

JANUARY 2022

Unreal Engine

System Verilog

Python

VHDL

HTML & CSS

Javascript

PHP

Verilog A

Cadence

Microsoft Office

## Soft Skills

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

## Experience

### Undergraduate Mems and Microfluidics Graduation Project With Excellent Grade at ZC:UST under supervision of Dr. Noha Gaber, Giza, Egypt

2020 – 2021

Design of novel electrostatically powered peristaltic micropump with a single chamber and NED cantilever structure. A thorough fabrication recipe was developed. NED cantilever structure provided a permanent solution for pull-in effect in electrostatic based systems. Wide range of applications as it can be used in precise drug delivery/dosing systems, developing cooling systems for electronic systems, such as System-on-a-Chip and embedded systems, as well as Lab-on-a-Chip and testing kits. ITAC-CFP - ITIDA Funding.

### ASIC Design And Implementation Of 32 Bit Mac Unit at ZC:UST under supervision of Dr. Hassan Mostafa, Giza, Egypt

2019 – 2020

Cadence Virtuoso Simulation design and implementation of 32 bit MAC unit with pre- and post- layout merits (delay, power & area)

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

2021 – 2021

Design of a 10 bit ADC for wearable brain computer interface system using the 90 nm generic PDK on Cadence Virtuoso with 1V 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 /Conv – step.

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

2021 – 2021

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, Giza, Egypt

OCTOBER 2019

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, Giza, Egypt

NOVEMBER 2019

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 partitioning, perform floor-planning and then find the longest path and determine the suitable clock period.

## Game Development Experience

### OOP & Data Structures for Game Development, ITI GDA I42, Giza, Egypt

NOVEMBER 2021

(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.

## Languages

English

Arabic

French

German

Japanese



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

## **C++ Resizeable 2D maze generation using vectors, ITI GDA I42, Giza, Egypt**

DECEMBER 2021

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.

## **Computer Graphics using OpenGL, ITI GDA I42, Giza, Egypt**

DECEMBER 2021

C++ / OpenGL Implementation of Obj loader. Using glsl shader files to manipulate fragment and vertex shaders. Fractal (Mandelbrot) implementation. 3D simple maze GUI game using openGL utilizing created Mesh, Camera, Gameindow and Shader classes.

## **JavaScript and HTML5, ITI GDA I42, Giza, Egypt**

DECEMBER 2021

Created Space invaders web game. Phaser3 PC Web browser mini-jam game over the course of 3 days: Game concept -> Pen & Paper Prototype -> Game Pitch Document -> Game Assets & Art Creation -> Game programming and development -> Game Script -> Game Demo -> Final Game (itch.io build).

## **Visual C# .NET, ITI GDA I42, Giza, Egypt**

JANUARY 2022

1. Language-Integrated Query (LINQ) Operators: Restriction, Element, Set, Aggregate, Ordering, Partitioning, Projection, Quantifiers, and Grouping
2. Company Layoff system
3. Object Pooling Patterns to to create a simple Bullets Pool
4. C# Full Examination UI system on C++ Data Structures concepts

## **Basic and Advanced Unity, ITI GDA I42, Giza, Egypt**

JANUARY 2022 – FEBRUARY 2022

1. 3D Urban City Game Scene, Prefabs, Prefab variants, Various Lighting
2. 2D Platformer with idle, jump sprite animations and player movement
3. 2D tilemap platformer with various patrolling enemies and traps
4. 3D reflection and light probes baking and post-processing VR Space room
5. Android touch screen UI functions, canvas 2D memory game
6. UI leaderboard, registration form, puzzle Game with random generation builds
7. Tic Tac Toe game with singleplayer, multiplayer, AI, Scoreboard network framework
8. Cannon ball game with line renderer, physics and Procedural mesh generation
9. IK constraint, blend tree, animation rigging, scriptable objects and events
10. Node Based Shaders Fundamentals with amplify