

Ebrahim Karam

Software Engineer

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WORK EXPERIENCE	Western Express	Nashville, TN, USA
	Full Stack Developer	Sep 2025 –Present
	Developing Data pipelines and ETL processes using python and Apache Airflow and SQL	
	1220 Exhibits	Nashville, TN, USA
	Interactive Technician	Oct 2024 –Jul 2025
	Third Coast Automation	Nashville, TN, USA
	Software Control Engineer	Jul 2024 – Oct 2024
	Animax Designs , Neon Global	Nashville, TN, USA
	Software Engineer	Jul 2022 – Jul 2024
	Helped with installations of animatronics and interactives all over the world Created HMIs/GUIs in C# and Perspective Ignition to control and Maintain attractions and animatronics Created Scripts and subroutines to improve workflow and documented procedures. Developed code in Structured Text on Beckhoff PLCs to control figures and integrate them with Show Control Systems	
	National High School Game Academy , Carnegie Mellon University	Pittsburgh, PA, USA
	Unity Developer & Advanced Programming Topics Teaching Assistant	Jun 2021 – Aug 2021
	Helped create a curriculum to be taught to students Gave students tech Support in Unity, C#,and Perforce and provided feedback on their work and designs.	
	AUB Aerosol Lab , American University of Beirut	Beirut, Lebanon
	Research Engineer	Oct 2017 – Dec 2020
	Developed and built instruments that measure users' puffing behavior Built and developed an "Exposure Apparatus" to expose mice to water pipe smoke using C and Arduino Created a data retrieval program for our air pollution monitor using Python and did some preliminary data analysis using pandas and Numpy	
	NAR: Next Automated Robot , Beirut Digital District	Beirut, Lebanon
	Software Engineer Intern on the <i>RavenAI</i> Project	Jun 2017 – Aug 2017
	Integrated GPS into the platform using C++ in Qt Worked on an automated report generator in C++ with Qt	
EDUCATION	Carnegie Mellon University, Entertainment Technology Center (ETC)	Pittsburgh, PA
	Master of Entertainment Technology	May 2022
	American University of Beirut (AUB)	Beirut, Lebanon
	BE in Electrical and Computer Engineering Minor In Mathematics and Biomedical Engineering	Sep 2013 – Sep 2017
SKILLS	Programs & Tools: MATLAB, MATHEMATICA, SOURCE TREE, GIT, Microsoft Office, Unity, Reaper, VMWare, Beckhoff TwinCAT, Apache Airflow	
	Programming Languages: C++, C#, PYTHON, HTML5, CSS3, L ^A T _E X, STRUCTURED TEXT, POWERSHELL, SQL	
	Languages: English: Native Language, Arabic: Fluent (speaking, reading, writing), French: Intermediate (reading), basic (speaking, writing)	
PERSONAL PROJECTS <i>Click-able</i>	The A* Team as part of <i>Project Ignite</i> :	Spring 2022
	Advised a team of high school students on building an interactive portrait using Unity C# & python	
ACADEMIC PROJECTS <i>Click-able</i>	Team EyeDeal	Fall 2021
	Provided analytics to the researchers from the game in C# with Unity Worked on gamer feedback such as camera shake, audible meteor detection, and others	
	Team Help A peer	Spring 2021
	Created an Augmentation of Zoom via WPF and C# to give more tools for the teacher in the classroom.	
AWARDS & SCHOLARSHIPS	Best overall in makeathon Rethink the Rink (Purple Team)	Mar 2022
	Recipient of the Electronics Art Diversity and Inclusion Award	Academic Year 2021-2022