

Ebrahim Karam

Software Engineer

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WORK EXPERIENCE

- Animax Designs**, Neon Global Nashville, TN, USA
Jul 2022 – Jul 2024
Software Engineer
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
Jun 2021 – Aug 2021
Unity Developer & Advanced Programming Topics Teaching Assistant
Helped create a curriculum to be taught to students
Gave students tech Support in Unity, C#, and Perforce
Delivered feedback on their work and personal game designs
- AUB Aerosol Lab**, American University of Beirut Beirut, Lebanon
Jun 2021 – Aug 2021
Research Engineer
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
Jun 2017 – Aug 2017
Software Engineer Intern on the *RavenAI* Project
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 Sep 2013 – Sep 2017
Minor In Mathematics and Biomedical Engineering

SKILLS

- Programs & Tools:** MATLAB, MATHEMATICA, SOURCE TREE, GIT, Microsoft Office, Unity, Reaper, VMWare, Beckhoff TwinCAT
- Programming Languages:** C++, C#, PYTHON, HTML5, CSS3, L^AT_EX, STRUCTURED TEXT, POWERSHELL
- Languages:** English: Native Language, Arabic: Fluent (speaking, reading, writing), French: Intermediate (reading), basic (speaking, writing)

PERSONAL PROJECTS

Click-able

- The A* Team** as part of *Project Ignite*: Spring 2022
Advised a team of high school students on building an interactive portrait using Unity C# & python

ACADEMIC PROJECTS

Click-able

- 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
- 1st Prize in the BDD Intern Competition for Sustainable Development (BDD Bus) Aug 2017
- 1st Prize in the Beirut StartUp Weekend by TechStars (AI Advisor Team) Oct 2017