

# Karim Machlab

## Professional Summary

- 1-year experience as a part-time front-end software developer.
- Skilled in OOP and a variety of programming languages.
- Skilled in writing clean, maintainable and optimized code.
- Creative and technical minded.

## Skills



## Employment History

### Software developer @ Murex Systems s.a.l, Beirut

*Internship, June 2014 – July 2014*

- Developed, tested and documented rich graphical user interfaces.

During this time, I gained experience in Java/JavaFX, Perforce, design patterns and programming in the MVC architectural pattern.

*Part-time, Oct. 2014 – July 2015*

- Developed, tested and documented rich user interfaces with functionality.
- Designed and edited icons for a GUI.

During this time, I was able to develop a dynamic graphical panel and a set of monothematic graphical icons for an application GUI.

## Education

### Master's degree in Game and Media Technology

Utrecht University, 2016 - 2019

### Bachelor's degree in Computer and Communication Engineering

American University of Beirut, 2011 – 2015

### Bilingual International Baccalaureate (GIB)

German School Beirut, 2009 – 2011

## Personal Info

### Address

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### Nationality

German

### Phone

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### E-mail

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### LinkedIn

linkedin.com/in/karimmachlab

### Portfolio

karimmachlab.com

## Languages

|         |                       |
|---------|-----------------------|
| English | ●●●●●<br>Excellent    |
| Arabic  | ●●●●●<br>Advanced     |
| German  | ●●●●●<br>Intermediate |

## Achievements

- 🏆 IEEEExtreme 7.0 (2013), top 13%
- 🏆 IEEE Hacking Competition, 2<sup>nd</sup>
- 🏆 AUB Bowling Tournament, 1<sup>st</sup>

## Interests

- Software Development
- Game Development
- Video Editing
- Filmmaking
- Screenwriting