

Karim Abbas

Software Engineer

I am a versatile developer and creative problem solver.
I am constantly seeking new challenges with passionate teams and individuals.

karim.abbas961@gmail.com

+961 70 640 697

Mount Lebanon, Lebanon

karimabbas.info

linkedin.com/in/karim-abbas-18409573



EDUCATION

M2 in Game Design & Development

Lebanese University

2017 – 2018

ME in Software Engineering

Antonine University

2011 – 2017

WORK EXPERIENCE

Software Consultant

EI Technologies

07/2019 – Present

- Salesforce customization and consultancy.
- Handling after sales services (bugs – new features) for international clients.
- Mobile development using Xamarin

Software Engineer

The Council

07/2018 – 06/2019

- Developing and maintaining Minimoji app using Unity.
- Developing multiple web applications.
- Researching new technics and technologies to improve our skill sets.

Game Developer

Game Cooks

03/2017 – 06/2018

- Developing games and simulations using both Unity and Unreal Engines
- Pioneering the transition from Unity to Unreal for the development of VR and 3D PC games.
- Mentoring the team on the Different aspects of Unreal and made the engine switch a lot smoother.

Web Developer

Freelance, Consulting and Support

2015 – Present

- Supporting and training individuals, small businesses and organizations remotely and in-person to help meet their web and business goals.
- Assessing customer needs, providing assistance and information on product features.
- Handling various projects on different stages of development (WordPress, PHP, HTML, Vue.js, JavaScript, CSS3, and JQuery).
- Consistently adhering and adapting to client changes and requests in timely manner.

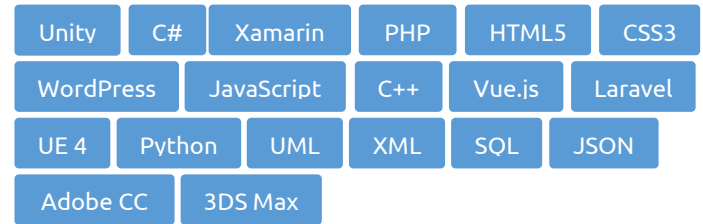
Full Stack Web Developer

FLIP SARL

09/2015 – 01/2017

- Lead Web Developer using mainly WordPress

SKILLS



PROJECTS

Unity Development – [Minimoji](#)

- At the council one of my responsibilities was to develop and maintain the minimoji application.

Unity Development – Virtual Simulations

- Lead developer of multiple Virtual Simulations using Unity Engine.

Unity Development – [Highway Madness](#)

- Was responsible for the development of numerous parts of the game.

Web Development - buzwair-properties.com

- Front-end and Back-end development using WordPress, Bootstrap 4, jQuery

Web Development - kurdistanhub.com

- Front-end and Back-end development using WordPress, Vue.js, Bootstrap 4

Web Development - primeselectedproducts.com

- Front-end and Back-end development using WordPress, Bootstrap 4, jQuery

Unity Development – wave shouter VR game

- As a senior engineering student, I learned and developed my FYP project on UE4. Since then I regularly kept on honing my skills in it

LANGUAGES

- English: first language
- Arabic: mother tongue
- French: very good

HOBBIES

Boxing – Hacker rank – Learning new skills on Udemy – electronic projects with Arduino – 3D printing