

# Karim Itani

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## Summary

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Computer Science Student from Lebanese International University. Over a Year of experience as a freelancer offering development services for people, 2D Game Development using Unity and C#. Actively pursuing new opportunities to enter the job fields of Software Engineering and Software Development with a significant interest in Game Development...

## Professional Experience

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**Web and Game Developer Intern, Infinite Realm, Beirut Lebanon** Sept/2023-Feb/2024

- Developed a responsive web application utilizing HTML/CSS; enhanced with Node.js for dynamic content and Firebase for secure, real-time data management.
- Designed and programmed an engaging 2D Unity game, using C# for gameplay mechanics and leveraging Unity for immersive graphical experiences.

**Freelance Software Engineer, Remote, Lebanon** Aug/2022-Present

- Making websites per request of people using HTML, CSS and JavaScript.

## Education

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**Lebanese International University Faculty of Arts and Science Beirut Lebanon** Oct/2022-Jun/2025

Bachelors in Computer Science

## Projects

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**TableTop** Oct/2023-Present

Designed a Recipes WebApp with minimalism in mind. The user can Create an Account, add a Recipe, made with HTML, CSS, JavaScript, NodeJS and Firebase

**StickShoot** Oct/2023-Present

2D TopDown Shooter game with a Retro Twist, providing Old School type of gameplay with modern Features, made with Unity and C#

**Traffic System and Railroad Crossing** Dec/2023-Jan/2024

Traffic System for Road Intersection with Traffic Lights along with a RailCrossing at the end where a bridge on each side of the road would close along with a ringing bell and lights when a Train is near to cross, ensuring safety of cars.

## Skills

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**Languages:** Java, C#, HTML/CSS, JS, Python, C++

**Databases:** SQL, FireBase

**Frameworks:** NodeJs, Arduino C++, Matlab

**Version Control:** Git and GitHub