Noel Abd Al Karim

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Languages : English - French - Arabic

EDUCATION

Bachelor's Degree in Computer Science Saint Joseph university of Beirut   **2023-expected graduation: 2026**
Public Highschool Dekwene   **2020-2023**
College Notre Dame Du Mont Carmel Fanar   **2008-2020**

SKILLS

C# - Windows Forms - Python - Arduino - SQL - T-SQL - HTML - CSS - JavaScript - Git - OOP - Linux - Shell scripting - regex - C++ - ASP.NET - Unity

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EXPERIENCE

Part Time Intership at CCSS   Sep 2024 - Feb 2025

Developed a car renting application using .NET Windows Forms and SQL Server. Designed and implemented a scalable database schema. Created stored procedures to manage CRUD operations, ensuring secure and optimized database interactions, also developed a role-based permission management system to control access to different features based on user roles (renters and admins). Implemented a reservation algorithm to prevent bookings overlap. Built a .NET razor web interface for the system.

Teacher at Roboholic   Sep 2022- Jan 2025

Taught students from 6 to 12 years programming and robotics on platforms such as EV3 and Arduino, Coached and mentored the winning team of MakeX robotic competition Abou Dabi 2024.

PERSONAL PROJECTS

Delivery Web App

Developed a Delivery App System using .NET 9, SQL Server, and Bootstrap to efficiently connect clients with local delivery drivers. Designed and implemented the database schema. Integrated Google Maps API to let clients choose from nearby restaurants. Key features included role-based authentication, real-time order tracking, manual and automatic driver assignment, an admin panel for managing users and deliveries, and client ratings and reviews for drivers. Collaborated with a teammate using Git for version control.

Ray Casting

https://raycasting3d.netlify.app/
In this JavaScript project, I turned a flat 2D environment into a pseudo-3D one using ray casting algorithm . I also added collision detection for dynamic interactions and an editable map.

Castle Deffender

Developed a single-player 3D tower defense game in Unity where the player defends a castle from waves of monsters. The player purchase units and deploy them at designated spawn points, after which the units automatically engage in combat. The game features wave progression, autonomous unit behavior, and strategic placement mechanics. Implemented different attack and detection behaviors using the Bridge and Decorator design patterns, ensuring modular and scalable unit logic. All game logic was scripted in C# within the Unity engine.