

# Karim Ayache

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## EDUCATION

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**Notre-dame University (NDU)**, Zouk Mosbeh, Lebanon September 2022-(Expected June 2026)  
Bachelor of Science in Computer Science - Computer Graphics and Animation(CGA)

**Universal College of Aley(UCA)** Aley, Beirut, Lebanon September 2009-June 2022  
Lebanese Baccalaureate, S.

## Experience

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Vamped Factions Inc, Beirut, Lebanon June 2020 – August 2020  
*Developer*

- Developed game entities and mechanics in a video game.
- Implemented plugins into a server.

FreeLancer, Beirut Lebanon September 2021 – August 2024

- Building custom keyboards on a request basis.

Private Tutoring, Zouk-Mosbeh, Lebanon September 2023 – June 2025

- Tutored several university students in courses related to coding and 3d modeling.

## Extracurricular activities and volunteering

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**Baawerta Village**, Aley, Lebanon June 2017 – July 2017

- "Cirmus Baawerta" Team member
- Worked with a team to brainstorm and set up carnival games in the town square of Baawerta for an event.

Louazi Volleyball Team, Zouk-Mosbeh, Lebanon June 2023 – August 2023

- Team Caption
- Strengthened teamwork and discipline through rigorous training and fostering open communication

**Portfolio:** [karim\\_ayache.artstation.com](http://karim_ayache.artstation.com)

**Hobbies:** working out, volleyball, video games

## Skills

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**Languages:** Arabic (native), English (fluent: reading, writing, & speaking).

**Coding Languages:** C++, C#, Xaml

**Softwares:** Adobe After Effects, 3ds Max, Autodesk Maya, Adobe Substance Painter, Z-Brush, Unity

**3d skills:** Animation, modeling and rendering principles, stylized and realistic texturing, hard surface modeling, character creation, modeling across softwares with proper workflow.