

## Paul G. Salameh

Year of Birth: 1988

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[Online portfolio](http://paulsalameh.com/portfolio): <http://paulsalameh.com/portfolio>

Up-to-date [CV](http://paulsalameh.com/cv): <http://paulsalameh.com/cv>

## Summary

An experienced graphics and web developer who is interested in the gaming industry.

## Education

2011	<b>American University of Beirut</b> <b>Bachelor of Electrical and Computer Engineering</b> <i>Courses include:</i> <ul style="list-style-type: none"><li>- Computer Animation</li><li>- Computer Graphics</li><li>- Artificial Intelligence</li><li>- Data Structures &amp; Algorithms</li><li>- Database Systems</li><li>- Computer Organization &amp; Arch.</li><li>- Computer Networks</li><li>- Operating Systems</li><li>- Technical English</li></ul>	Beirut, Lebanon
2008	<b>American Lebanese Language Center</b> AutoCAD 2D ( <i>Ranked 1<sup>st</sup> in class among graduated architects</i> )	Beirut, Lebanon
2006	<b>Saint Joseph School</b> High School Diploma in General Sciences	Cornet Chahwan, Lebanon

## Technical Experience (<http://paulsalameh.com/portfolio>)

### Game & Graphics Development

<i>Developed</i>	Flash games, Android games, PC games, graphics programs/simulations, AI simulations
<i>Used</i>	ActionScript 2.0/3.0, Java + Android SDK, Python, C++, VC++ (MFC), C# (Tao Framework)
<i>Graphics Libs</i>	OpenGL, Direct3D9
<i>Engines</i>	Panda3D, Phys2d, JBox2d, custom-built C++ and Java frameworks
<i>IDEs</i>	Flash, Eclipse, Visual Studio
<i>Experience with</i>	AI concepts (path-finding, searching, FSMs, GA), curves, image morphing, collisions, multi-threading, event-driven development, game/physics engine programming and integration, 3D math

### Desktop/Mobile Applications Development

<i>Developed</i>	Flex GUIs, Android applications, network and database applications, system services
<i>Used</i>	ActionScript 3.0, MXML, C, C++, VC++, C#, VB, Java, (T-)SQL, Python, XML, JSON
<i>Frameworks</i>	Flex, Android, Swing, .net
<i>Database Servers</i>	MySQL, MS Access, MSSQL, SQLite
<i>IDEs</i>	Visual Studio, Eclipse, NetBeans, Flex Builder
<i>Experience with</i>	GPS, TCP/IP, HTTP, router development (IP, ICMP, PW-OSPF), Windows API, multi-threading

### Web Development

<i>Developed</i>	interactive websites, web applications, web services
<i>Used</i>	JavaScript, PHP, JSON, XML, ASP.NET, PERL, (T-)SQL, FBML, ActionScript 2.0/3.0
<i>Database Servers</i>	MySQL, MSSQL
<i>Applications</i>	Flash, Photoshop, Eclipse
<i>Experience with</i>	jQuery, REST, OAuth, Apache, Tomcat, JSF

### Graphic Design & Animation

<i>Experience in</i>	3D modeling & animation, texturing, web design, logo/brochure design
<i>Applications</i>	Maya, Photoshop, Flash, ZBrush
<i>Experience with</i>	rendering, dynamics, skeleton animation, shadowing, lighting, particles, PhysX (ragdoll physics)

## Other Experience

<i>OSs</i>	Windows and Linux (development and network administration)
<i>Languages</i>	VHDL, MIPS, TCL
<i>Applications</i>	ModelSim, Xilinx, MPLAB, SPIM, AutoCAD, LabVIEW, MATLAB, ns-2

## Work Experience

2011 - present	<b>Product Manager</b> <b>Falafel Games</b> <ul style="list-style-type: none"><li>- Management of progression of online browser games and related products</li></ul>
2010 - 2011	<b>Software Developer</b> internship <b>Orolix Technologies</b> <i>Beirut, Lebanon</i> <ul style="list-style-type: none"><li>- Android development with JavaScript and GPS functionalities</li><li>- JSF training</li></ul>
2009 - 2010	<b>Flex GUI Developer</b> internship & part-time <b>Murex S.A.S</b> <i>Paris, France</i> <ul style="list-style-type: none"><li>- Flex / Actionscript 3.0 development including custom components and animation.</li><li>- Developed interactive Flex data grid components, dockable layout/toolbars, custom drag manager, form designer/viewer</li><li>- Parsing and creating entire interfaces from XML files.</li><li>- Extended native charts to contain custom animations</li></ul>
2007 - 2009	<b>Game Developer</b> part-time <b>Youth For Tolerance</b> <i>Beirut, Lebanon</i> <ul style="list-style-type: none"><li>- Developed three games using Flash and Actionscript 2.0</li><li>- Developed a Facebook application using PHP, MySQL, AJAX, FBML and Facebook API</li></ul>
2009	<b>Web Developer &amp; Graphics Programmer</b> part-time <b>Eye Digits s.a.r.l.</b> <i>Beirut, Lebanon</i> <ul style="list-style-type: none"><li>- Development of Flash websites</li></ul>
2008 - 2009	<b>.NET Software &amp; Web Developer</b> part-time <b>Faculty of Eng'g &amp; Arch, IT Unit, American University of Beirut</b> <i>Beirut, Lebanon</i> <ul style="list-style-type: none"><li>- Development of ADO.NET 2.0 programs, websites and database applications using ASP.NET, VB.NET and MS SQL 2005</li></ul>
2005 - 2008	<b>3D Artist</b> volunteer <b>International game development team</b> (Game: Evil Places of Sandria) <ul style="list-style-type: none"><li>- Modeled over 100 3D food objects and crockery items using Maya.</li><li>- Created textures on Photoshop</li></ul>
2007 - present	<b>Web Developer &amp; Committee Member</b> volunteering <b>AUB Alumni Association – Mount Lebanon Branch</b> <ul style="list-style-type: none"><li>- Web developer and graphic designer: websites, brochures and presentations</li><li>- Active member of the Publications Committee</li></ul>
2007 - present	<b>Co-founder</b> <b>Web Hosting Services</b> <ul style="list-style-type: none"><li>- Web hosting services and customer support</li></ul>
2007	<b>IT &amp; Flash Developer</b> part-time <b>Bicharaf</b> <i>Beirut, Lebanon</i> <ul style="list-style-type: none"><li>- VB Macros</li><li>- Flash learning modules (English and Arabic) using Actionscript 2.0</li></ul>
2007 - 2008	<b>Web Developer &amp; IT Manager</b> volunteering <b>Youth League for Lebanon</b> <i>Beirut, Lebanon</i> <ul style="list-style-type: none"><li>- Web development</li><li>- Active member: IT manager</li></ul>
2006	<b>3D Modeler</b> internship <b>Blacksmith Studios LLC</b> <i>Beirut, Lebanon</i>

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- 2005      **Graphic Designer** internship  
            *Librairie Mouawad Beirut, Lebanon*  
            - Various work on Photoshop, Corel Draw, and Illustrator

### ***Languages***

- Fluent in English, French and Arabic (both written and spoken)
- Basic in Chinese

### ***Workshops & Conferences***

- Microsoft Student Festival 2008 - Lebanon
- An Introduction to Zend PHP Framework - Notre Dame University - Lebanon
- IEEE: How To Become A Successful Entrepreneur - Notre Dame University – Lebanon

### ***Professional Memberships***

- IEEE Design and Website Committees at AUB – 2007, 2009, 2010
- Engineering Student Society at AUB – 2009, 2010

### ***Extracurricular Activities & Hobbies***

- Youth For Tolerance - [youthfortolerance.org](http://youthfortolerance.org)
- Lebanese Red Cross - Volunteer - Fund Raising Campaign – 2005, 2006
- AUB Alumni Association, Publications Committee - [aubalumni-mlb.org](http://aubalumni-mlb.org)
- Bicharaf - Plagiarism Awareness Program - [bicharaf.org](http://bicharaf.org)
- Youth League For Lebanon - 2007
- Computer Games - Programming - Graphic Design - Swimming - Tennis - Ping-Pong

### ***References***

Available upon request.