# Karim Halabi

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## Profile

Passionate and driven Software Engineer with hands on experience in full-stack development, AI integration, and system design. Adept at transforming concepts into scalable solutions using modern frameworks and technologies. Known for quick learning, responsibility, and strong collaboration.

## Education

<ul> <li>Harvard (edX), CS109xa: Machine Learning and AI with Python</li> <li>Exploring core concepts in supervised and unsupervised learning using Python.</li> <li>Hands on implementation of models, algorithms, and evaluation techniques.</li> <li>Blekinge Institute of Technology (BTH), BSc in Software Engineering</li> <li>Hands-on projects with AI, systems integration, and web development.</li> <li>Courses in software architecture, system design, and agile methodology.</li> <li>Universidad Politécnica de Madrid (UPM), Erasmus Exchange</li> <li>Studied international approaches to software engineering.</li> <li>Strengthened adaptability and teamwork in global projects.</li> </ul>	2025 (Ongoing) 2022 – 2025 (Graduated) Sept 2024 – Jan 2025		
		Experience	
		<ul> <li>Software Hardware Tester, HANZA</li> <li>Conducted daily testing on embedded systems valued at up to 3M SEK.</li> <li>Ensured stability and reliability of firmware and hardware units.</li> </ul>	2025 – Present
<ul> <li>Software Engineer, Connectitude</li> <li>Built AI chatbot for factory machine control and alarm monitoring.</li> <li>Integrated frontend and backend systems for real-time interaction.</li> </ul>	2025		
<ul> <li>Software Engineer, CGI</li> <li>Developed Blazor-based fault reporting system using C#.</li> <li>Enabled efficient issue reporting via photos on mobile/web.</li> </ul>	2024		
Projects			
<ul> <li>AI Chatbot for Industrial Automation</li> <li>Collaborated with Connectitude to develop an AI-powered chatbot for factory automate</li> <li>Worked on AI integration, system connectivity, and frontend interaction.</li> </ul>	2025 tion.		
<ul> <li>Fault Reporting System with Blazor and C#</li> <li>Developed issue-reporting application using Blazor and C# in collaboration with CGI.</li> <li>Focused on mobile UX, image upload, and real-time UI responsiveness.</li> </ul>	2024		
<ul> <li>Cross Platform Game Development Projects</li> <li>Designed and implemented interactive games across desktop/web platforms.</li> <li>Used Unity and JavaScript for animation, logic design, and feedback systems.</li> </ul>	2022 – 2023		

# Technologies

Languages: C#, C++, Python, JavaScript, HTML/CSS, SQL

Technologies: .NET, Blazor, Git, REST APIs, Agile/Scrum, NodeJS

### Certifications

- Programming Using Python Microsoft
- Programming with JavaScript Microsoft
- Web Development with HTML and CSS Microsoft
- HTML5 Application Development Microsoft
- Windows Operating System Fundamentals Microsoft

### Languages

English (Fluent), Swedish (Fluent), Arabic (Native), Spanish (Intermediate)