

# KEMO

## KAREEM AHMED OLIM

### CONTACT

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### EDUCATION

Commerce Diploma

University: Tanta University

Expected Graduation: July 2026

Relevant Coursework:

Developing E-commerce websites and business management software

### TECHNICAL SKILLS

- Low-level programming and assembly  
Anti-cheat development and deployment
- Networking and Server management  
Reverse engineering And Malware analysis (Using tools such as IDA Pro, Ghidra, Cutter)
- Custom analysis and emulation tool development (Using frameworks such as Unicorn Engine)
- C++, C#, TypeScript/JavaScript, Rust, Haxe and Lua Fluency
- Game engine modding and development (Unity, Unreal Engine)
- 2D/3D development (Using OpenGL)

### SOFTSKILLS

- Problem-solving and analytical thinking
- Adaptability and quick learning
- Strong work ethic and dedication
- Graphic design and UI/UX design

Highly motivated software engineer with over 6 years of experience, specializing in both high-level and low-level programming, and game development and security. Proven track record in creating and deploying effective anti-cheat mechanisms, game modding frameworks, and innovative software solutions. Passionate about game development and security, reverse engineering, malware analysis, and pushing the boundaries of software development.

### PROFESSIONAL EXPERIENCE

#### ANTI-CHEAT LEAD DEVELOPER

- Company: Project Nova
- Dates: April 2023 - January 2024
- Achievements:

Developed and deployed "Presidio" a user-mode anti-cheat, anti-tampering, and anti-reverse engineering software, resulting in a 90% reduction in cheaters for Project Nova.

Contributed to both server-side and kernel-level anti-cheat solutions, demonstrating expertise in multiple layers of game security.

#### VERSE DEVELOPER

- Company: Torabite
- Dates: June 2024 - July 2024
- Achievements:

Development of multiple Fortnite map's using Verse programming language

#### INTERNSHIPS

- Back Engineering: Developed a dynamic analysis tool for reverse engineering, further enhancing skills in software analysis and security

#### PROJECTS

- Fortnite.dev: Developed and deployed a Fortnite's private server with over 1.5M unique users, showcasing advanced large-scale deployment and project management skills.
- AK47 Discord Bot ([discord.gg/akbot](https://discord.gg/akbot)): Developed and deployed a Discord bot with over 500k users for managing Fortnite accounts, showcasing proficiency in Javascript programming and large-scale user management.
- Friday Night Funkin' Mod: Created a winning FNF mod game ([gamejolt.com/c/fnf/jam](https://gamejolt.com/c/fnf/jam)), demonstrating creativity, game development skills, and team management.
- Game Engine Modding Frameworks: Reverse engineered Unity and Unreal Engine to create modding frameworks, highlighting expertise in game engine internals and enabling community-driven content creation and implementing multiple scripting tools.
- Horizon Programming Language: Designed and implemented a custom programming language (Horizon) in C++, showcasing advanced programming knowledge and a passion for innovation.
- VPN Client for Game Voice Chats (<https://vct.kem.ooo>): Developed a Windows-based VPN client for game voice chats with over 10k users, demonstrating proficiency in C++ and networking deploying multiple VPN servers across different protocols.
- Vencord Plugins: Developed plugins for the Vencord Discord client, demonstrating experience in extending and customizing software functionality.