

Firas El Jerdy

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<https://github.com/firaseljerdy>

SUMMARY

A skilled game developer and designer proficient in Unity3D. Involved in all things related to the game development pipeline, from 2D character creation and animation to software development. Seeking an internship to turn these skills into experience.

EDUCATION

Notre Dame University, Zouk-Mosbeh, Lebanon

Bachelor of Science, Computer Graphics and Animation.

September 2016 – July 2019

Graduated Cum Laude.

Notre Dame University, Zouk-Mosbeh, Lebanon

MSc in Computer Science

August 2019 - Present

TECHNICAL SKILLS

Programming Languages: C#, C++, Java, ActionScript, (Familiar)Python, SQLite

IDE/Physics Engine: Android Studio, Unity.

3D Software Packages: 3DSMax, Blender, Maya.

Graphical API: OpenGL.

Fundamentals of Artificial Intelligence (Supervised learning, Informed heuristics algorithms)

Fundamentals of 2D engine design (AABB, SAT, Impulse Resolution)

A strong intuition in Algorithm analysis and design.

EXPERIENCE

Computer Science Graduate Teaching Assistant

Notre Dame University, Zouk-Mosbeh, Keserwan, August 2019 – Present

- Assembling lesson plans
- Leading and maintaining the classroom
- Effectively communicating with students and faculty members

Visual Effects Intern

Kowaka, Ghazir, Keserwan, July – September 2018

- Interned with the visual effects team of an upcoming Lebanese movie
- Worked side-by-side with the supervisor to meet deadlines
- Edited and managed scenes on Adobe After Effects

Game Development Workshop Instructor

Notre Dame University, Zouk-Mosbeh, Keserwan, July 2019

- Created lessons and material
- Taught the basics of game and level design
- Introduced various object oriented techniques

SKILLS

AMIDEAST Work Success Boot Camp – Bank of Beirut.

Model United Nations (MUN) – LAU.

Fifty volunteering hours in S.M.I.L.E organization for the elderly.

Fluent written, spoken in English and Arabic, Advanced in French, beginner in German.