Jad ElAsmar

Game Design

A hard working, independent and self-motivated enthusiast.

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|----------|---------------------------|
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EDUCATION

AR/VR Program Holberton School

07/2021 - Present

Bachelor's Degree in Computer Science American University of Science and Technology

11/2016 - 06/2021

Courses

- Artificial Intelligence
- Computer Graphics
- Game Design and Development

WORK EXPERIENCE Game Design

07/2021 - Present

Working on Blender and Unity in my free time

Customer ServicePhoenicia Hotel / Lancaster Plaza

01/2017 - 12/2020

- Providing customer satisfaction
- Attention to details

Assistant Warehouse Manager Lightbox Intl

01/2014 - 12/2016

- · Ability to work under pressure and manage my time
- Made strong connection with the team

SKILLS

GPA: 3.1

| Unity | Blender | Unreal | Engine | C# | Java |
|-------|---------|--------|--------|----|------|
| CSS | HTML5 | Python | MS | | |

PERSONAL PROJECTS

MEALancer (11/2020 - 06/2021)

 Worked in a group on a website similar to Indeed & Glassdoor, especially for the middle east.

eSport Sim (11/2020 - 02/2021)

• Worked on a simulator game, mostly design in 2D, using Unity.

Math Projects (11/2016 - 06/2021)

 Worked on different applications to solve mathematical problems, on Mobile, Python & Java.

CERTIFICATES

IT Essentials

LANGUAGES

| Full Professional Proficiency Native or Bilingual Proficie | English | Arabic |
|--|-------------------------------|---------------------------------|
| | Full Professional Proficiency | Native or Bilingual Proficiency |

French

Professional Working Proficiency

INTERESTS

| Coding | New Technologies | Video Games |
|----------|-------------------------|-------------|
| Music | Artificial Intelligence | Archery |
| 3D Desig | n | |