

Daniel Wazeer

Software Engineer and Game Developer

Deir Qoubel, Mount Lebanon

Experience



- **Software Engineer Intern**
Russell Bedford BSA – Beirut, Lebanon
(October 2023 – December 2023)
 - Developed custom Odoo modules using Python.
- **Game Developer Intern**
CedarsByte – Beirut, Lebanon
(July 2023 – September 2023)
 - Implemented structured plans and create engaging 2D games and 3D games using Unity and C#.
- **Unity Developer Intern**
Alphametic Services and Technologies – Charoun, Lebanon
(January 2023 – March 2023)
 - Applied agile methodologies, implemented design patterns, debugged, built, and exported Windows and Android apps and games using Unity and C#.
- **Software Developer Trainee**
Update Academy – Bakaata, Lebanon
(June 2022 – September 2022)
 - Attained proficiency in SDLS and web development, focusing on HTML, CSS, JavaScript, Git and GitHub.

Certifications

- **Story and Narrative Development for Video Games**
California Institute of Arts, Coursera
(November 2023)
- **Introduction to Game Design**
California Institute of Arts, Coursera
(October 2023)
- **Gaming Academy Boot Camp**
American University of Beirut, Lebanon
(September 2023)
- **Supervised Machine Learning**
DeepLearning.ai, Coursera
(July 2023)
- **Foundations of Computer Science**
LearnQuest, Coursera
(June 2023)
- **Introduction to C# Programming and Unity**
University of Colorado System, Coursera
(December 2022)

Education

- **Bachelor of Technology in Business Computer**

Lebanese University – Faculty of Technology
(Expected July 2024)

Skills

- Languages: C, C#, Java, Python, SQL
- Web: HTML, CSS, JavaScript, PHP
- DB Management: MySQL, Microsoft SSMS, Oracle
- Game Dev: Unity, Godot, PyGame

Games and Projects

- [RGB Space War - PC](#)
- [Dimension Switch - PC](#)
- [Moving Balls - Android](#)
- [Fallz - PC](#)
- [\(and many more XD\)](#)

Contact Info

- +961 71 409 895
- daniel.wazeer@gmail.com
- etherxgames.itch.io
- [LinkedIn](#):

