

EDUCATION

Bachelor's Degree in Computer Science

American University of Science and Technology

11/2016 - 06/2021

GPA : 3.1

Courses

- Artificial Intelligence, Machine Learning.
- Computer Graphics, Game Design and Development.

WORK EXPERIENCE

Unity Developer

Y76

04/2022 - 04/2023

- Plan and implement game functionality
- Transform design specification into functional games
- Communicate with other team members
- Ensure the best performance, quality, and responsiveness of applications and games
- Offer and implement solutions in a timely manner

Game Developer

Geexel

10/2021 - 03/2022

- Develop designs or initial concept designs for games including game play
- Generating game scripts and storyboards
- Troubleshooting code and fixing bugs

IT Technical

Gaming Lounge

07/2020 - 07/2021

- Installing and configuring computer hardware operating systems and applications
- Monitor and maintain computer system and network
- Repairing and replacing equipment
- Setting up accounts for new users

SKILLS

Unity Unreal C# Game Development

Good Attitude Problem Solving

Critical Thinking Teamwork Responsibility

PROJECTS

Hypercasual Games (Android) (10/2021 - 03/2022)

- Super Hero Master
- Puck Pool

MEALancer (11/2020 - 06/2021)

- Worked in a group on a website similar to Indeed & Glassdoor, especially for the middle east.
- Created pages using HTML and CSS, used Crystal Reports to search for specific user and look at all their jobs, made a logo & created reports with charts to show number of users and jobs.

eSport Sim (11/2020 - 02/2021)

- Worked on a simulator game, mostly design in 2D, using Unity.
- Added characters with background & animations.

miShopi (03/2019 - 06/2019)

- Created a shop using android studio where user can search for an item, from our database and send it to the admin to accept or refuse it.

Pokuiz (11/2018 - 02/2019)

- Created a graded quiz for Pokémon using Java on NetBeans.

Math Projects (11/2016 - 06/2021)

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

CERTIFICATES

IT Essentials

LANGUAGES

English
Full Professional Proficiency

Arabic
Native or Bilingual Proficiency

French
Professional Working Proficiency

INTERESTS

Coding New Technologies Video Games

Music Artificial Intelligence Archery

3D Design