

Kawthar Hijazi

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• <https://github.com/kawtharhj>

Unity Game Developer (Experience with C# and Unity)

Recent CS graduate passionate about building robust backends, honing C# .NET skills through +3 academic projects by building web applications with secure CRUD operations and Razor Pages, connecting them to an SQL database.

My 3-month Unity experience included implementing diverse enemy AI behaviors and crafting immersive visual effects that captivated players across 3 levels. Eager to leverage my programming and problem-solving skills within any backend framework (Java/Spring or C#/.NET).

EDUCATION

Bachelor's Degree in Computer Science

Lebanese University – Faculty of Science • Sep 2019 – Nov 2023

Master's degree in Biochemistry

Lebanese University – Faculty of Science • Sep 2018 – Aug 2019

Bachelor's degree in Biochemistry

Lebanese University – Faculty of Science • Jan 2015 – Jan 2018

WORK EXPERIENCE

InfiniteRealm • Lebanon • Sep 2023 – Jan 2024

Unity Game Developer | (2D/3D) | C#

- Developed and implemented 5 diverse enemy AI behaviors for a 3D action game, enhancing gameplay challenge and variety.
- Created compelling visual effects and particle systems for 3 levels in a 3D maze game.
- Oversaw the integration of UI elements and menus.
- Gained valuable experience in the entire game creation cycle, from conceptualization and design to programming and optimization, through the solo development of a 3D maze game utilizing C#.

PROJECTS

Simple BloodBank System

Apr 2022 – May 2023

Using asp.net 6 core (razor pages) with CRUD and scaffolding.
Connecting data with SQL Database.

Simple Library Website

Lebanese University – Faculty of Sciences • Feb 2022 – Mar 2022

Designed and developed a user-friendly library management website using HTML, CSS, JavaScript, PHP, and MSSQL.

- Implemented advanced database features including cursors, functions, triggers, view, and transactions.
- Connecting web interface and MSSQL database using PHP.

Maze 3D Game with Unity – C#

InfiniteRealm

- Building 3D maze games with player controllers, animators, setup levels and enemy attacks.
- Creating Enemy's Ai and Nav Ai Areas.
- Making 3 game level with a single player and life bar.
- Using UI/Menus and some graphics.

Cv-Application in Asp.Net (Razor Pages)

- Dynamic form creation to capture applicant information.
- Validation and error handling for user input.
- Displaying submitted data in a visually appealing format.
- Integrating with a database to store CV information

SKILLS & INTERESTS

ASP.NET Core , ASP.NET MVC, ASP.NET Razor, Assembly Language, C#, Chess, Databases, Eclipse, Game Development, Microsoft Office, Microsoft SQL Server, .NET Framework, Object-Oriented Programming (OOP), PHP, Poetry, Prolog, SQL, Theory of Computation, Visual Studio, Web Development, Chess, Philosophy, Poetry, Programming, Science Articles

VOLUNTEERING & LEADERSHIP

Al Mabarrat Institution

Member of AlMabarrat Schools Alumni Assembly • Beirut • Jul 2016 – Present

Organizing student parties inside and outside schools.

Organizing social ,educational plays, and reunions attracting an average of 400 attendees per event.

CERTIFICATIONS

HCIA-AI V1

Huawei • Jul 2022 – Jul 2025

AUB Science Fair participation

May 2014 – May 2014

First Place in Science Fair

May 2013 – May 2013

First Place In Science Fair

Al Mabarrat Charity Association • Jan 2013 – Jan 2013

Third Place in LBBY Reading competition

Jan 2007