

Karim Jaber



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Summary

Creative and dedicated Junior Game Developer and Web Developer with a passion for creating immersive gaming experiences and dynamic web applications. Proficient in unreal engine, HTML, CSS, and JavaScript, with a strong foundation in game mechanics, front-end development, and responsive design. Adept at collaborating within a team to bring innovative ideas to life, continuously learning new technologies, and driven by a love for both game design and web development.

Experience



Game developer - Intern

Markaz Studios

Jan 2024 - Mar 2024 (3 months)

Designed and implemented core game mechanics using Unreal engine 5.

Identified and resolved bugs, optimizing game performance.

Contributed to the successful release of an Escape room game, praised for its innovative mechanics.

Education



Conservatoire National des Arts et Métiers

Licentiate Degree, Computer and Information Sciences and Support Services

Nov 2022 - Jul 2025

Skills

GitHub • HTML • Cascading Style Sheets (CSS) • JavaScript • Tailwind CSS • Unreal Engine • TypeScript • SQL • PHP

Languages

English . French . Arabic