

Aseel Alshahrani

Bachelor of Computer Science

7409 Ali Bin Wahhas Street, Jeddah, 23541

+966564738987

Aseel.Alshahrani@gmail.com

LinkedIn: AseelAlshahrani

Portfolio: AseelAlshahrani.github.io/Portfolio

Professional Summary

Creative and technically skilled Computer Science graduate with a strong foundation in game development, artificial intelligence, and software engineering. Experienced in building interactive, educational, and action-packed video games using Unity and C#. Adept at turning innovative ideas into functional digital experiences. Seeking to join a forward-thinking video game studio where I can contribute my development skills and passion for immersive gameplay.

Education

King Abdulaziz University **2023**

Bachelor of Computer Science

Senior Project: Developed a smart gate using face recognition technology to allow students to enter the campus with their face ID, eliminating the need for university IDs.

Work Experience

SISCO

June 2022 - August 2022

Intern

- Designed and developed an online store
 - Created a recorder application
 - Programmed a RFID
 - Developed an AI-powered virtual assistant
-

Personal Projects

- **Space Invader**

2D Arcade Shooter

- Designed and programmed a classic-style shooting game where players fight waves of alien invaders.
- Implemented game logic, collision detection using Unity and C#.

- **Supernova**

Educational Space Adventure Game

- Developed an interactive game aimed at teaching players about stars and astronomy through a story-driven experience.

- **Keyscape**

Platformer Adventure Game

- Built a fast-paced runner game where the player avoids enemies, collects keys, and unlocks doors to progress through levels.
-

Skills

Languages: C#, Python, Java, JavaScript, PHP, HTML, CSS, SQL

Tools: Unity, Visual Studio, Blender, NetBeans, Microsoft Office, Microsoft Project, Cisco Packet Tracer

Soft Skills: Creativity, Problem-Solving, Communication, Teamwork, Critical Thinking, Attention to Detail, Time Management, Adaptability

Certifications

- Game Development Platform (SDA)
 - Unity Foundations OnDemand Learning Plan (SDA)
 - Artificial Intelligence Track (King Abdulaziz University)
 - Deep Learning Specialization (Coursera)
 - Sequence Models
 - Convolutional Neural Networks
 - Structuring Machine Learning Projects
 - Improving Deep Neural Networks: Hyperparameter Tuning Regularization and Optimization
 - Neural Networks and Deep Learning
 - Introduction to Cybersecurity (Cisco)
 - CCNA Introduction to Networks (Cisco)
 - Build Your Own Game (Google Developer Student Clubs)
-

Languages

Arabic (Native), English (Fluent)