

Bashar Alqassar

- Game Developer | Accepted MS Student for Interactive Media and Game Development - WPI

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Portfolio: <https://basharalqassar.github.io>

Technical Skills:

- **Programming Languages:** C, C++, C#, Javascript, Java, Python, HTML, CSS, GDScript
- **Game Engines:** Godot, Unity, Unreal Engine 5
- **Frameworks/Tools:** Git, Node.js, Visual Studio Code, JetBrains
- **Design Skills:** Object-Oriented Design, Modular Codebuilding, UI/UX Design, Agile Methodologies, Spiral Development Pattern, Pre-Production

Professional Skills:

- **Self-Motivated and Reliable:** Consistently trusted to complete work independently to meet deadlines
- **Commitment to Quality:** Delivers the best possible, well-tested work and performance
- **Leadership and Team Guidance:** Able to step up and take initiative to guide teams toward shared goals through collaboration, inclusion, and communication
- **Empathetic and Supportive:** Quickly able to see and help address the problems of others in order to create a collaborative environment
- **Problem Solver:** Excels at identifying the core challenges, and develops solutions

Project Experience:

Full-Stack Programming Lead (Major Qualifying Project) - *Worcester Polytechnic Institute, Worcester MA,*
2024-2025 Full-Time

- Developed [And the World Went Dark](#), a fully-realized Turn-Based RPG Roguelike game in the Godot game engine
- Planned out a large application's design structure with a focus on modular and reusable code
- Enforced a Spiral-development pattern to ensure a MVP was always present and ready to be presented to stakeholders

Peer-Learning Assistant - *Worcester Polytechnic Institute, Worcester MA*
2024-2025 Part-Time

- Assisting in teaching a Global Project Seminar on the Ethics of AI in the world at large as a programming consultant

Lead Developer – *Worcester Polytechnic Institute, IDEas Studio, Worcester MA*

2024 Contract

- Developed a replacement assignment for CS 1004 (Introduction To Programming For Non-Majors) that featured a framework to create interactive 2D-Art that introduced Object Oriented Design

Lead Developer – *Worcester Polytechnic Institute, IDEas Studio, Worcester MA*

2023 Contract

- Developed a web based application that interacted with a database using Node.js for a professor's class to be used to assign random groups in a transparent and unbiased manner

IT Services Intern – *Princess House, Mansfield MA*

2022 Summer Internship

- Assisted in setting up and maintaining technology for departments within the company

Education:

Worcester Polytechnic Institute, Worcester MA

Starting August 2025

- Accepted to pursue a Masters of Science in Interactive Media and Game Development

Worcester Polytechnic Institute, Worcester MA

August 2021 - May 2025

- Bachelors of Science in Computer Science (Dean's List) GPA: 3.7
- Bachelors of Arts in Interactive Media and Game Development (Dean's List) GPA: 3.7

Study Abroad, Japan (*Worcester Polytechnic Institute*)

July 2024

- Researched the impact and emergence of Japanese pop-culture and the cultural exchange between Western-pop and Japanese-pop

The Wheeler School, Providence RI

September 2017 - May 2021

- High School Diploma