

Kareem Belgharbi

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OBJECTIVE

I am a **full-stack web, blockchain, and game developer.**

EXPERIENCE

Web/Ethereum Developer <https://ico.kareemsprojects.site>

April-2018 - May-2018

- **Responsive** markup and styling in HTML5, CSS3, and Bootstrap 4
 - Front-end programming in **Javascript, jQuery, and AJAX**
 - **Solidity** smart contract programming with special attention to security (re-entrancy, out of gas loops, etc.)
 - Backend programming in **CakePHP** using the **MVC** pattern (login, registration, routing, news feed, profile)
 - Attention to **PHP security** (cross site scripting, SQL injection, CSRF prevention, industry standard password hashing, SSL)
 - Backend programming in **Node JS** using the **Express** framework
 - Real-time chat with Node JS and **socket.io**
 - Interaction with the Ethereum blockchain with Node JS and **web3.js** (sending transactions, reading contract data)
 - Graphic design in **Photoshop** (e.g. the landing page background)
 - Hosted on an **Ubuntu VPS**
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- CakePHP repository: <https://github.com/DoritoDog/ico>
 - Node JS repository: <https://github.com/DoritoDog/ico-server>
 - Token contract: <https://kovan.etherscan.io/address/0xD255C2475E0091dA738DfFd1650B438b8eb9ce6D#code>
 - ICO contract: <https://kovan.etherscan.io/address/0xab5833a0b481610b3d93b6e80e3fce7a9edba925>

Game Developer Sole Proprietorship

September-2016 - March-2018

- Organized and logical object-oriented programming in C#/NET
 - Game engine used is **Unity 2018**
 - Component based architecture with complex **polymorphism**
 - Generated solution contains **7,528 lines of code**
 - Built in **ERC20 wallet** using the Nethereum C# library (private key AES-256 encryption, account generation, displaying balances, token transferring)
 - Solidity/**Smart contract** programming using the ERC20 standard
 - Web based backend development in **PHP, Node JS, and MySQL**
 - Player item **trading** in Node JS and web3.js (server authoritative approach with scam protection)
 - Sending **push notifications** using Firebase
 - Managing the player's **inventory, profile, and friends list**
 - **Networking** with the HLAPI (Commands, RPCs, Matchmaking)
 - Bug testing with constant null checks and exception handling
 - **Navigation and pathfinding** logic using the A* algorithm
 - 3D graphics design in Blender and Substance Painter
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- Google Play page: <https://play.google.com/store/apps/details?id=com.warbase.android>
 - Node JS repository: <https://github.com/DoritoDog/warbaseadmin>

EDUCATION

Private Business Academy Nitra, Slovakia

2019

Business economics and accounting

SKILLS

Ethereum, Solidity, CakePHP, Node JS, HTML5, CSS3, Unity, MySQL, Security/Cryptography, Working independently