ALI ELHEFNAWY
Computer Science Student

CONTACT INFORMATION

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EXPERIENCE

Video Production Leadership
AUG 2022
Kuala Lumpur, MY

WAMY Video Production
Led a team for WAMY Video Production Competition overseeing the collaborative effort to create a compelling video entry. Contributed to the conceptualization, scripting, filming, and editing processes of the video entry. emphasizing the value of achievement and ultimately securing 3rd place.

Team Leadership
2019-2020
Future Academy, EG

VEX EDR Tower Takeover
Participant in VEX EDR robotics competition serving as the leader of team 69838B "Chaos Team" achieving 2nd place in Egypt and earning the Design Award.

STEM Promotion and Multimedia Production
2018-2019
MindShine Academy, EG

VEX IQ Next Level
Led STEM promotion and multimedia production efforts for Team 36327A "Robo Sapience" in the VEX IQ robotics competition resulting in securing 1st place in Egypt and obtaining the Excellence Award, Teamwork Champion Award, and 1st Place in Robot Skills Champion.

Programming Leadership
2017-2018
Cairo Stadium, EG

VEX IQ Ringmaster
Participated in the VEX IQ Robotics Competition, taking a leadership role in programming within Team 10804H "Technical Problems". Utilized C++ to code the robot, resulting in substantial contributions to the team's achievement in winning the Amaze Award.

EDUCATION

Bcs Computer Science Minor in Multimedia
Oct 2021-Present

Universiti Tun Hussein Onn Malaysia (UTHM)

Expected to graduate in February 2025

Current GPA: 3.8
Predicted Grade: First Class

Extracurricular activities and achievements:
• Dean's List for exceptional academic performance. (2021-2022)
• CCNAv7 : Introduction to Networks certificate from CISCO.
• Egyption representative and head of Marketing and Information for UTHM Global Society (UGS). (Apr 2024 -Present)

Final Year Project Title:
AI-POWERED AND VOICE INTERACTIVE EXPERIENCE INTEGRATED INTO A 3D MAZE VIDEO GAME

AWARDS AND HONORS

• Earned C# certificate from Sololearn programming teacher application.

• Participated in Huawie Cloud Developer Competition APAC 2023.

• Received Best Design Booth Award as Egyptian and UTHM representative at "Meet and Greet with International Students in Malaysia" Event done by EMGS.

ABOUT ME

An Egyptian Computer Science student at Universiti Tun Hussein Onn Malaysia with a profound passion for multimedia technologies, particularly game development. Dedicated to expanding skills in this dynamic field through academic pursuits, leveraging tools like Unity and C# to enhance proficiency in creating immersive gaming experiences. Committed to continual improvement in creativity and programming prowess.

PROJECTS

Amaze Venture - 3D Video Game Integrated with AI
• "Amaze Venture" serves as my current Final Year Project (FYP), where I leverage artificial intelligence to develop an immersive video game experience offering players a dynamic blend of interactive gameplay.

AR TIME TRAVELER - Eucational AR Learning App
• Led the development of AR (Augmented Reality) learning app for 6th grade students focusing on teaching Malaysian history curriculum subject. See project at https://ali-elhefnawey.itch.io/ar-time-traveler

POCATCH - AR Video Game
• Led the development of AR (Augmented Reality) video game for Android users using Unity Game Engine integrated with GPS features. Project repository at https://ali-elhefnawey.itch.io/pocatch

GOOVER - 2D Side Scrolling Video Game
• Developed a full 2D runner video game "Goover" for Android users using Unity Game Engine.
See project at
https://ali-elhefnawey.itch.io/creativity-project

Capture The Flag - 2D Local Multiplayer Video
• Developed Full 2D local Multiplayer game for Windows users called "Capture The Flag" up to 4 Players using Unity Game Engine. See project at https://ali-elhefnawey.itch.io/capture-the-flag

More projects at: https://github.com/ElhefnawyDev

SKILLS

Programming Languages:
• C, Java, C# (Excellent);
• Dart, Kotlin, C++, Java Script, HTML, PHP (Very Good);
• Windows PowerShell, OpenGL, Python, CSS (Good);

Development Software and IDEs:
• Unity, Visual Studio Code, CodeBlocks, Eclipse, Dev C++, Codelite, Pycharm, intellij IDEA (Excellent).
• Unreal Engine (Good).

Design, Editing, and Productivity Tools:
• Blender, Adobe Photoshop, Adobe Illustrator, Adobe Premier, Gimp, Microsoft Word, PowerPoint, Canva (Excellent).
• Adobe AfterEffect, Davinci Resolve, Figma, Audacity, Adobe Indesign (Very Good)

Languages:
• Arabic (Native).
• English (IELTS Score 6.5 / CEFR Level B2) - 2/OCT/2021.
• Beginner German.