ALI ELHEFNAWY

Computer Science Student

CONTACT INFORMATION

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EXPERIENCE

Video Production Leadership
AUG 2022

WAMY Video Production
Participant in Video Production Competition about achievement value organized by Wamy in Malaysia, Kuala Lampur, winning the 3rd place.

Team Leadership
2019-2020

VEX EDR Tower Takeover
Participant in VEX EDR robotics competition in Egypt, Future Academy, Contributed as the leader of team 69838B "Chaos Team" winning 2nd Place on Egypt and Design Award.

STEM Promotion and Multimedia Production
2018-2019

VEX IQ Next Level
Participant in VEX IQ robotics competition in Egypt, MindShine Academy. Contributed to team 36327A "Robo Sapience" winning 1st place in Egypt, Excellence Award, Teamwork Champion Award, and 1st Place in Robot Skills Champion, while also leading STEM Promotion and Multimedia Production efforts.

Programming Leadership
2017-2018

VEX IQ Ringmaster
Participant in VEX IQ Robotics Competition in Egypt, Cairo Stadium. Contributed as programing leadership with team 10804H "Technical Problems" winning the Amaze Award.

EDUCATION

Bcs Computer Science
Oct 2021-Present

Universiti Tun Hussein Onn Malaysia (UTHM)

Expected to graduate in February 2025

Study of field: Multimedia
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 Peoject Title:
AI-POWERED AND VOICE INTERACTIVE EXPERIENCE INTEGRATED INTO A 3D MAZE VIDEO GAME

AWARDS AND HONORS

•C# certificate from Sololearn programming teacher application.
•Participated in Huawie Cloud Developer Competition APAC 2023

ABOUT ME

I am an Egyptian Computer Science student at Universiti Tun Hussein Onn Malaysia. I am deeply passionate about multimedia technologies, particularly game development. I constantly seek to expand my skills in this dynamic field during my studies leveraging tools such as Unity and C# to deepen my understanding and proficiency in developing immersive gaming experiences. This passion drives me to continuously refine my creativity and programming abilities.

PROJECTS

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

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 link

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 link

GOOVER - 2D Side Scrolling Video Game
• Developed a full 2D runner video game "Goover" for Android users using Unity Game Engine. See project at
link

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
link

SKILLS

Programming Languages:
•C, Java, C# (Excellent);
•Dart, Kotlin, C++, Java Script (Very Good);
•Linux/Ubuntu cmd, Windows PowerShell, OpenGL (Good).

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

Design, Editing, and Productivity Tools:
•Blender, Photoshop, Illustrator, Premier, Gimp, Microsoft Word, PowerPoint, Canva (Excellent).
•After Effect, Davinci Resolve, Figma, Audacity (Very Good)
•Fusion 360 (Good)

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