IBRAHEIM **TAREK**

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I'm a computer engineering student who loves robotics, game dev, and simulation env. I develop smart systems using Arduino and sensors, I also love building games with Unity engine. I was the leader of the freshmen year's project for building smart car that can detect metals, and controlled by smart phones.

EXPERIENCE

AUG – CURRENT 2021
JUNIOR GAME DEVELOPER, UNITY

Built many games using Unity engine like:
- racing game
- third person shooter
- fruit ninja
- rolling balls

EDUCATION

2020-2025
COMPUTER ENGINEERING STUDNET, CAIRO UNIVERSITY

Coursework: programming with C, Calculus and linear algebra, mechanics, and physics

SKILLS

- C++/C#
- Embedded Systems / Arduino/microcontrollers
- Unity Engine
- Python
- Algorithms and problem solving

ACTIVITIES

- I was the leader of the freshmen year's project for building smart car that can detect metals, and controlled by smart phones. We got the full mark and the appreciation of our TA.
- I Build games using C++/C#, and Unity and publish them on GitHub.
- I Build DIY projects using Arduino.