

Kariman Ammar

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SUMMARY

Passionate and innovative game programmer with expertise in Unity and Unreal Engine, dedicated to crafting immersive gaming experiences. Proficient in collaborating with multidisciplinary teams to bring creative visions to life. Continuously enhancing skills in game development, with a strong foundation in both gameplay mechanics and technical design.

EDUCATION

Information Technology Institute [ITI]

Oct 2023 - present

Computer Science

2019 - 2023

El Shorouk Academy

Graduation Project Evaluation A+

SKILLS

Programming Languages: C#, C++, Python, JavaScript

Technical Skills: Game Design and Development, Unity & Unreal Development, Graphics Programming, Data Manipulation, Data Cleaning and Preprocessing, Data Visualization,

Version Control:

Soft Skills: Problem Solving, Leadership, Collaboration and Teamwork.

Languages: Arabic(Native), English(intermediate).

INTERNSHIPS AND COURSES

Game Programming, Iti 9 Months Training

Oct 2023 – present

- Learning everything about Game Programming (Gameplay, Mechanics, Level Design, Design Patterns, etc), AR, and VR using Unity and Unreal engines.

Game Development(Unity), Goba Games Course

Aug 2022 – May 2023

- Successfully completed a 4-level Unity game development course, gaining practical experience in creating interactive and engaging games.

Rational Game and Level Design, Ubisoft Course

Feb 2024 – Jun 2024

- A course focused on applying systematic design principles to create engaging, balanced game mechanics and immersive levels. Emphasizes iterative development, player experience, and technical skills in game design tools.

AI Diploma, Orange Digital Center Intern

Aug 2022 – Oct 2022

- Completed data science and machine learning projects showcasing expertise in analyzing and modeling data for actionable insights.

Participated in an online machine-learning internship, at Intern'spedia

Aug 2022 – Sep 2022

KickStart, (Internship experience applying Agile principles to enhance project efficiency and collaboration) Intern Jul 4th & 5th 2022

PROJECTS

Visual Scripting

Sep 2022 – July 2023

Graduation Project

- Collaborated with a team to design a Visual scripting program that facilitates drag-and-drop functionality for executing various data science and machine learning projects without the need for coding. Leveraging Python and the PyQt5 library, the program enables users to manipulate built-in blocks to implement a wide range of techniques, including machine and deep learning.

Game Development Projects

Crafted immersive Unity games by leveraging creativity, technical skills, and knowledge of game development principles

- [Wings Of Hope 2D survival Game \(Egypt Game Jam 2024\)](#)
- [Dawn of the Last Seeds \(Zanaa Game Jam 2024\)](#)
- [Multiplayer Tank Game](#)

Developed a simple multiplayer tank game twice, utilizing two distinct methodologies: once through Mirror Networking and the other through Netcode for GameObjects

- [Immortal Struggle](#) (A Narrative Game using Fungus)

Data Science and Machine Learning Projects

- Applied data preprocessing and cleaning on several data sets.
- Worked on Data Science and Machine learning projects.
- Worked on Face Detection, Cartoon Effect, and Data Scraping.

EXTRACURRICULAR ACTIVITIES

Wellspring, Freelancing

Present

Enactus, El Shorouk Academy Head Financial Team, Leader HR Team

Oct 2020 - Aug 2022