

Kariman Ammar

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SUMMARY

Passionate Game Developer with a relentless eagerness to learn and adapt. Committed to creating engaging and innovative gaming experiences through continuous improvement and creativity.

EDUCATION

9-Month Professional Diploma - Game Programming

Oct 2023 - Jun 2024

Information Technology Institute (ITI)

Computer Science

2019 - 2023

El Shorouk Academy

EXPERIENCE

Elsewedy Technical Academy - STA, Game Programming Trainer

Jul 2024 - Present

- I teach teenagers how to design and build educational games, helping them turn their creative ideas into fully playable experiences. My goal is to make learning game development fun and accessible for young minds.

INTERNSHIPS AND COURSES

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.

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

- Nightmare Plushes (Horde Survival Mobile Game)
- Wings Of Hope 2D survival Game (Egypt Game Jam 2024)
- Dawn of the Last Seeds (Zanaa Game Jam 2024)
- Immortal Struggle (Narrative Game)

SKILLS

Technical Skills: C#, C++, Python, JavaScript, Game Design and Development, Unity & Unreal Development, Graphics Programming

Version Control: GitHub, Bitbucket.

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

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

EXTRACURRICULAR ACTIVITIES

Wellspring, Freelancing

Present

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

Oct 2020 - Aug 2022