

# Khaled Zraiqi

Game/System Developer



## Personal details



Khaled Zraiqi



Khaledzraiqi@gmail.com



Sweden, Skene



linkedin.com/in/khaled-zraiqi

## Languages

Arabic

English

Swedish

## Skills

### // Programming Languages

- C#
- Java
- C++
- SQL
- JavaScript
- TypeScript

### // Game Engines/Frameworks

- Unity
- Unreal Engine
- MonoGame
- OpenGL

### // Backend Frameworks

- .NET - ASP.NET - Blazor
- Sprint Framework

## Profile

Just a dude who loves the art of coding. I'm a newly educated System Developer but will forever stay a student, being able to learn new things everyday is my motivation.

- **Portfolio:** <https://khaledzra.github.io/>
- **GitHub:** <https://github.com/KhaledZra>

## Education

**Higher Vocational Education Diploma,  
Computer Programming**  
[Yrkeshögskolan i Borås](#)

Sep 2022 - May 2024

**Bachelor's degree, Computer Science**  
[University of Borås](#)  
Did not finish

Jan 2020 - Dec 2021

**Bachelor's degree, Computer Games and  
Programming Skills**  
[Blekinge Institute of Technology](#)  
Did not finish

Jan 2017 - Dec 2018

## Employment

**System Developer**  
[ELLOS GROUP, Sweden](#)

2023 - 2024

A six-month internship as part of my SUVNET education, specifically for the LIA2 course. My role is primarily as a backend developer, working with Java and the Spring framework. Although my education and background did not previously include Java, this internship has allowed me to work with and learn an entirely new tech stack. I contributed to multiple projects that went to production and was part of two teams during this time: one DevOps-focused and one backend-oriented.

**System Developer**  
[Centiro, Sweden](#)

2023 - 2023

A one-month internship as part of my SUVNET education for the course LIA1. I had the opportunity to work primarily with C# as a backend developer and was part of a fantastic team with supportive colleagues. I was entrusted with solving several issues, some of which went to production.

## // IDE's

- JetBrains Rider
- Visual Studio

## // DevOps

- Heroku
- Docker
- Jenkins
- Amazon Web Services (AWS)
- Microsoft Azure

## // Database

- MongoDB
- Microsoft SQL Server
- Entity Framework (EF) Core
- Dapper ORM

## // Version Control

- Git
- Github
- Bitbucket

# Projects

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These are some projects I have worked on mostly during free time. Some were part of my education. Currently working on my own unannounced game in UE5.

- Unannounced Project (Unreal Engine 5)
- Castle Adventure (Unity)
- OpenGLSnake (OpenGL)
- Rollaball (Unreal Engine 4)
- Projects X (C# .NET cmd game)
- SpriteBuster (Unity)
- Project B (SignalR & MonoGame)