

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

6 Month long internship as part of my education SUVNET. The internship is part of our course called LIA2. My role is mostly as a back-end developer, working with Java using the Spring framework. Even though my education and background does not include Java. That will result in me working and learning an entirely new tech stack. Worked on multiple projects that made it to production. Was part of two teams during my time. One DevOps oriented and one backend.

System Developer

[Centiro, Sweden](#)

2023 - 2023

One month internship that is part of my education SUVNET for our course called LIA1. Had the opportunity to work with the language C# mostly as a backend developer. Was part of a wonderful team with great colleagues. Was given the opportunity to solve a few issues which made it 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

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)