

## Contact

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[www.linkedin.com/in/khaled-zraiqli](https://www.linkedin.com/in/khaled-zraiqli)  
(LinkedIn)

## Top Skills

C#

Java

C++

## Languages

Swedish (Full Professional)

Arabic (Native or Bilingual)

English (Full Professional)

# Khaled Zraiqli

System Developer

Kinna, Västra Götaland County, Sweden

## Summary

Play my game SpriteBusters on Itch.io: <https://khaledzraiqli.itch.io/spritebuster>

GitHub: <https://github.com/KhaledZra>

Game dev repos:

- <https://github.com/KhaledZra/SpriteBusterUnityGame>
- [https://github.com/KhaledZra/Project\\_B\\_Client](https://github.com/KhaledZra/Project_B_Client)
- <https://github.com/KhaledZra/ProjectX>
- <https://github.com/KhaledZra/CppProjects>
- <https://github.com/KhaledZra/ConsoleCoinHunter>

I'm a self-taught programmer within game development. I also have a full stack higher vocational diploma within web development. I have created a few games using Unity, Unreal and my own engine using OpenGL. Still trying to learn more every day. Coding for me is more than just a hobby but something I pursue professionally and love!

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## Experience

Self-employed

Student Programmer

November 2020 - Present (4 years 1 month)

ELLOS GROUP

System Developer

November 2023 - May 2024 (7 months)

Sweden

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.

### Centiro

#### System Developer

May 2023 - June 2023 (2 months)

Sweden

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.

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## Education

### Yrkeshögskolan i Borås

Higher Vocational Education Diploma, Computer Programming · (September 2022 - May 2024)

### University of Borås

Bachelor's degree, Computer Science · (2020 - 2021)

### Blekinge Institute of Technology

Bachelor's degree, Computer Games and Programming Skills · (2017 - 2018)