

Mallouka Ibrahim

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19 Year Old



Reliable and professional programmer.

I've been starting to learn developpement in a study environment for 1 year of hard work. I'm looking forward to helping others and trying new technology related to development.

FORMATIONS

2022/2023 | IIM Digital School, Paris La Défense / Nanterre
- Game Programming

2019/2022 | Sonya Delaunay High School, Cesson - General
High School Diploma with Specializations in Mathematics and Physics, with an option in Art History.

EXPERIENCES

Tumo, Paris/Forum des images — Game Designer/Modeler

I have completed several projects at Tumo, with one being particularly significant. In this project, each team had to develop a game within a limited time frame, and I contributed to the creation of the gameplay as well as the modeling and design of the levels.

Deity, Internet/Discord — Game Designer/Level Designer

I have formed a team consisting of around ten individuals, including Germans, Americans, and French team members, with a project of developing our own independent game.

HARD SKILLS

- Intermediate proficiency in Unity & Unreal C++ & C#.
- Basic knowledge of Blender, C4D.
- Some understanding of art history.

SOFT SKILLS

- Team Work
- Project Management

LANGUES

Français
English TOEFL
Spanish

HOBBIES

Video Games
Reading
Geopolitics

