cedric.rahbari@gmail.com

DATE OF BIRTH: 4 August 1996

Nationality : French
Driving license

Cédric Rahbari

Game developer

https://malorf.github.io/

PROJECTS

- **Cursed Lovers:** a cooperative multiplayer game third person shooter. Project build on **Unreal Engine 5**, **Blueprint**
- Choose Your Adventure: an interactive role player game in a fantasy world. Project build on *Unity 3D*, *C#*

PROFESSIONAL EXPERIENCE

NATIONAL EDUCATION - Elementary school teacher

FROM 2019 TO TODAY

- 2021-2022: Full time teacher; leading english and science's program
- 2020-2021: Full time teacher; I was leading sport's program
- 2019-2020: I got my teacher examination, then I was on a work-study program to finish my training and get my degree. My master thesis was about: "cheating at school"

EDUCATION

2021-2022 OPENCLASSROOMS, learning C++ and C#

2018-2019 UNIVERSITY ROUEN NORMANDIE, MASTER'S DEGREE IN EDUCATION, specializing in elementary school

2014-2017 UNIVERSITY PARIS NANTERRE, BACHELOR'S DEGREE IN *STAPS* (Sciences and Technics of Physical and Sports Activities), specializing in education and motor skills

2013-2014 Intensive one year study course preparing for the competitive entrance examinations to the French "Grandes écoles" (MPSI)

2013 HIGH SCHOOL DIPLOMA, Mantes-la-Jolie, France, graduated with honors

SKILLS

C#, Blueprint, C++, Unity, UE5, Visual Studio, GitHub, HTML, XMind, PremierePro Languages: FRENCH (mother tongue), ENGLISH (fluent C1), SPANISH (B1)

HOBBIES

Sports : Savate (French Boxing) and swimming

Video games: League of Legends (Master+ and high level competition) and WoW

Creations : web-serie and writing scripts