Hassan Al-nasrawi

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Education:

Queen Mary University of London:
- MSc Computer science
- Including modules such as, Machine learning, Introduction to OOP, Functional programming and MSc project.

Royal Holloway University of London:
- BEng Electronic engineering (2.1)
- Including modules such as Software engineering, Digital data and networking, Information security, Embedded systems teams' projects 1&2 and Final year project EE3000.

Chelsea academy for secondary and sixth form education:
- 3 A-levels in Mathematics, Physics and computer science with an AS level in media studies.
- 14 GCSE's including Maths and English.

Skills and interests:

- **Technical:** C++, C#/.NET, Python, SQL, UML, XML, HTML, Unity Engine.
- **Additional languages:** Arabic (Native)
- **Portfolio of all projects:** https://nasrawi-portfolio.com, https://github.com/Nas-1998
- **Interests:** Improving and learning new programming skills (looking to learn Java), I also enjoy gaming, reading, watching films and cooking.

Relevant Projects:

H-ZONE - Masters Project (Unity2D and C#):
- Built a 2D platform game with an AI functionality on Unity 2D using C#, where an AI achieved in learning to play the game through use of a genetic algorithm.
- Developed the AI to play and learn through multiple generations of a genetic algorithm which works to find the optimal key presses to complete the level.

Battleship OOP Project (C++):
- Within my OOP class that was part of my masters studies I created a battleship game using C++.
- Achieved the main goal which was to implement all aspects of Object-oriented programming.

B-ZONE - Personal Game Project (Unity3D and C#):
- Built a 3D survival shooter game on Unity3D using C# based on typical zombie shooter games like resident evil.
- Successfully developed and coded all aspects of the game whilst using available assets for the level and player design.

Taxi Database (SQL):
- Created a database for a taxi service where I used ER and Relation schema diagrams to create it for the business to manage their clients, drivers, vehicles, payments and revenue bookings.
- Additionally, PL/SQL was used to implement the database with a variety of queries and triggers to get specific data.

Work experiences:

Independent projects and Self-Teaching:

- After graduating I began working on improving my C++ and C# skills by doing tasks on hacker rank
- Started my own gaming project where I created my own 3D survival shooter game on Unity using C#
- Became an online Game tester where I was given small game projects by people and tested them against given requirements and worked to find any issues in them.