

# QAIS ABU-SAFHA

SOFTWARE ENGINEER

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## About Me

Enthusiastic and skilled Computer Science student with a solid foundation in software development, game design, and cybersecurity. Adept at backend development, database management, and multimedia content creation. Seeking opportunities to apply my diverse skill set in a dynamic and innovative environment.

## Key Skills

- C# Development (6 years)
- Unity, Unreal Engine, Godot
- ASP.NET, Windows Forms
- Python (Cybersecurity)
- Object-Oriented programming
- SQL, JavaScript, HTML, CSS
- Blender, Photoshop, Premier Pro
- Machine Learning and Neural Networks
- Cybersecurity and Ethical Hacking
- Git and Github and general VCS

## Education

- Bachelor in Computer Science
- Yarmouk University, Irbid, Jordan
- Expected Graduation: Summer 2024
- Relevant Coursework: Software Engineering, Database Systems, Computer Networks, Machine Learning, Cybersecurity
- Graduation Project: Developed a backend and database for a freelancing website using ASP.NET and SQL.

## Professional Experience

- Freelance Developer
- Irbid, Jordan
- 2017 – Present
- Developed various personal and freelance projects using C#, Unity, and other game development tools.
- Worked on backend and database management for a freelance website as part of a graduation project.
- Explored and implemented machine learning models and neural networks for personal projects.
- Engaged in cybersecurity practices and white hat hacking on TryHackMe.

# Certifications and Training

- Completed C# and Unity courses at the Jordan Gaming Lab
  - Cybersecurity training on TryHackMe
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## Languages

- Arabic (Native)
  - English (Excellent)
  - Japanese (Learning)
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## General Overview

Indie Game Developer  
using Unity Engine.

I've worked on many Indie games that were  
published on my GitHub page and Itch.io

Unity Developer Jordan Gaming Lab,  
Irbid Jordan June 2017 - Present

- Worked on multiple indie games for mobile and PC using Unity, including shooter games and racing games that are multiplayer.
- Developed my own extensions for Unity, such as localization, crafting, building, survival, cars, fliers, and base defense systems.
- Utilized Unity's animation, physics, sound, and C# programming systems to create high-quality games.
- Worked with version control systems, such as Git and Github, to manage the development process.
- Utilized Blender for modeling, texturing, and rigging.
- Utilized other programming languages such as C#, Java, Js, HTML, CSS, Lua scripting, C++.