

QAIS ABU-SAFHA

SOFTWARE ENGINEER

 QaisMalkawi

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 Qais12



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Irbid, Jordan

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 Overlook

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++.