Farid Akram Sawaqed

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EDUCATION

Montclair State University, Montclair, NJ   Expected Graduation: May 2025
M.A. | Computer Science | 3.69

Montclair State University, Montclair, NJ   May 2024
CERT | Game Development | 4.0

Montclair State University, Montclair, NJ   May 2021
B.A. | Mathematics | 3.4
● Dean's List (Spring 2018, Fall 2019, Fall 2020)

EXPERIENCE

Montclair State University, Montclair, NJ   September 5, 2023 – May 7, 2024
Game Development Certificate Teaching Assistant
● Tutor up to 25 students a semester in Blender material including Mesh Creation, Rigging and Animation, and importing to a desired game engine.
● Evaluate students' progress during class and help them with their specific needs.
● Grade assignments while providing constructive feedback to students to aid in their learning experience.
● Maintain office hours where students can come and get help related to game development.

Montclair State University, Montclair, NJ   September 3, 2024 – Current
Graduate Research Assistant
● Working on an NSF sponsored research project with a specific focus on biometric data-based emotion recognition.
● Collaborating with the research team on human-robot interaction experiment
● Attend weekly lab meetings to report and discuss projects' progresses.
● Produce and present research outcomes through academic papers, oral presentations, and posters at Montclair State University, as well as at national/international conferences.

LEADERSHIP AND HONORS

● **Treasurer, Game Development Club** (2022 – 2024): Became the first Treasurer of the Game Development club after becoming one of the leading students in the Game Development courses.

SKILLS AND INTERESTS

● **Computer Skills:** Microsoft Office (Word, Excel, PowerPoint), Unreal Engine, Unity, Java, Python, C#, C++, Figma, GDScript, Android Studio
● **Languages:** Arabic (native), English (advanced), Spanish (intermediate)
● **Illustration:** Art with a focus on anatomy, buildings, and perspective, proficient in Blender, Aseprite, and Procreate.
● **Training and Certifications:** HSR – Students / Faculty Basic Course, RCR For Students

Projects

● **Game Jams:** Collaborated with fellow students to complete a game with 3 different minigames, as well as an individual project in an engine I have not previously used.
● **Indie Games:** Completed up to 5 computer games of different categories for learning purposes.
● **Blender:** Created several different meshes that can be used for new games and can be 3D printed for house display.