

# Simon Makdesi Elias

VIDEO GAME DEVELOPER

## Details

Stockholm, Sweden

0737703248

[Simonmakdesielias@gmail.com](mailto:Simonmakdesielias@gmail.com)

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## Links

[E-Portfolio](#)

[LinkedIn Profile](#)

## Skills

Game Design



Animation



Programming



Autodesk Maya



## Languages

English



Swedish



Arabic



## Hobbies

Play video games

Watch Movies

Play the piano

Read books

## Profile

Ambitious student with 2 years of experience in game development. I have worked on several school related game projects and on my free time. I am familiar with game design and other design related aspects of video games. My goal is to work with other game developers to create games that will be memorable for the world.

## Employment History

### Social worker / Contact person, Inkludering AB, Stockholm

2015 – 2019

My job at Inkludering AB was to:

- Manage a treatment Home for unaccompanied refugee children
- Manage several youth in assisted living apartments scattered throughout Stockholm
- Communicate and work with several different authorities, including healthcare, schools and social services.
- Worked well independently and on a team to solve problems.

## Education

### Data and systems science degree, Department of Computer and Systems Sciences, Stockholm University

2018 – JUNE 2021

I have learned how to think and collaborate with others on how to develop video games. We have mainly used the Unity game engine to develop games. Other programs such as photoshop, Maya, Visual Studio, Github, and Trello I have also learned.

### Social work/Socionom, Stockholm University

2013 – 2017

### Psykologigymnasiet, Stockholm

2010 – 2013

## References

References available upon request