TAREK EL JARAB

Game Developer

+1 5147811027

T2027jk@gmail.com

SUMMARY

I'm a Major in Digital media game development student and my dream and career goal is to become a professional Game Director in the future and establish a game that the people of the world will remember for years to come.

EDUCATION

York University

Special Honours Bachelor's in Digital media game development.

2021 – Summer 2025

SKILLS

Unity :   **Experience: medium Level**

I've developed two games on Unity in the past year for a class and a personal project which I both released on Itch.io   (More about the games in my Portfolio). My profesian in C# is simply out of need for the code in the games which is minimal for the games I've developed

Unreal Engine: **Experience: Expert Level**

I have begun learning Unreal by myself and trying to make a game and practice all the methods in the engine like the blueprint system, and lighting. I believe Unreal Engine is the engine for me and my future.

HTML5/CSS/Javascript: **Experience: High Level**

These three languages were my first every coding languages that I mastered by myself and later used them in a course in University in my first year. I used these languages for website making like my portfolio and projects for my courses.

Java: **Experience: Medium Level**

Java is considered an Object oriented programming language for me since I've used it throughout my University years for formulas to coding problems with mostly math related solutions.

PROFESSIONAL EXPERIENCE

IT Project Intern

Transmed UAE, Dubai | 2023 July - 2023 August

- I worked at Transmed as an intern for the IT center and learned skills and the basic infrastructure of the company's IT network topology.
- Learned Manage Engine SDP and how the ticketing system works.
- Understood Kissflow forms and its work process.
- Full ERP overview of sales and purchase order cycle.

AWARDS

- **BEST Startup Award 2023 York University -- March 2023**
  I achieved third place in the BEST Startup Company event at York University in 2023. My app-controlled robot arm prototype impressed the judges, securing a top-three finish. This accomplishment boosted my confidence and skills in the startup industry. I'm eager to continue pursuing my entrepreneurial goals.

GROUPS

- **Game Development Club at York University**
  September 2022 to Present

  In the Game Developer Club we help each other on our personal projects making video games together and host an event every semester called a game jam where we have a limited time to develop a game.

LANGUAGES

- English -- Fluent
- Arabic -- Fluent
- Japanese -- Beginner

Personality Skills:

- Team management
- Leadership
- Communication skills
- Support on all ends
- Technical Support

Other Code skills :

- C#   Medium level
- Python   Medium level
- Github   High Level

PUBLICATIONS AND PROJECTS

• Game development Projects

• Bugzy ninja

Bugzy Ninja was my first game on Unity game engine that I made and published on itch.io. The game is about a small ninja running away from a giant bug in hopes of escaping, collecting items for the score and powerups on the way.

Link : https://tcroco27.itch.io/bugzy-ninja

• Walks on Your Skin prologue

WOYS prologue was made as a beginning project on Unreal engine 5 which introduced me to all its features and made me love Unreal.This project was later adjusted to become a walking simulator and a project for a course called DATT3300.The game is about a murderer in the forest and you plan to find out who is doing the coming atrocities

Link : https://crocostar27.itch.io/walks-on-your-skin-prologue

• Horror Hugger

Horror Hugger is an unreal engine 5 project that I led and managed with 5 different team members throughout the semester. It is a fully fledged story game about a King with a plethora of hand made mazes and how he must save his people with the power of hugging and shoving.

Link : https://gamejolt.com/games/HorrorHuggerProl/914352

• Sneaky Slumbers

Sneaky Slumbers is an Unreal engine game that I worked on with my team members for a course in University as a passion project, where you must sneak through security guards in a dystopian orphanage by pretending to sleep or snore to escape

Link : https://gamejolt.com/games/HorrorHuggerProl/914352

• Dissolution

This is a short first-person experience about exploring unique levels and finding new ways of interacting with the world around you. As you unravel the mystery of the game, listen to the brief ruminations of a man coming to turns with his existence.

Link : https://riordan-palmer.itch.io/dissolution

• Code related projects and others

• My Portfolio

June 2023   **LINK**: https://tcroco27.github.io/My-Portfolio/

A website hosted by GitHub that I made to show my skills and projects I developed which include games I made and other professional coding projects.

All my projects I have made and finished are currently posted on this Portfolio

• Focus fiends startup web app

This website was made for a course called DATT/2100 Publishing in digital media, the website serves as a startup for an app called focus fiends which allows individuals to focus off their devices in coordination with a friend or creature for inspiration. The website was made on Wix and features content and assets from canva such as the app preview and the video animation

Link : https://t2002jk.wixsite.com/focusfiends