

# TAREK EL JARAB

Entry Level Game Developer

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[PORTFOLIO LINK](#)



NorthYork/Toronto

## SUMMARY

A passionate and dedicated student of Digital Media Game Development at York University, possesses an expert-level proficiency in Unreal Engine 5, and experienced in leading and managing small development teams to create fully-fledged games, with hands-on expertise in the Unreal Blueprint system. With a solid foundation in C# and other programming languages, offering a portfolio of completed projects published on Itch.io and Game Jolt. Committed to leveraging my technical and leadership skills, and dedicated to building memorable and impactful interactive experiences. My long-term career goal is to become a professional Lead Game Director, establishing games the world will remember for years to come.

## EDUCATION

### York University @Keele Campus

Special Honors Bachelor's in Digital media game development.  
2021 – 2025

## PROFESSIONAL EXPERIENCE

### Community assistant

The Quad at York || Toronto, Canada | June 2024 – July 2025

- Enhanced Customer Service skills with any scenario
- Community building and leadership for planning and management of events.
- Identified and addressed issues within the residence with initiative

### 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 Managing Engine SDP and how the ticketing system works.
- Understood Kissflow forms and its work process.
- Full ERP overview of sales and purchase order cycle.

## LANGUAGES

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

## 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.

## SKILLS AND COMPETENCIES

- |                       |                                   |
|-----------------------|-----------------------------------|
| • Unreal Engine       | Proficiency : <b>Expert</b> Level |
| • Unity Engine        | Proficiency : <b>High</b> Level   |
| • C# Programming      | Proficiency : <b>High</b> Level   |
| • C++ Programming     | Proficiency : <b>Medium</b> Level |
| • Java Programming    | Proficiency : <b>High</b> Level   |
| • Html/Css/Javascript | Proficiency : <b>High</b> Level   |
| • Git Version Control | Proficiency : <b>Expert</b> Level |

- |                                     |                        |
|-------------------------------------|------------------------|
| • Game Balance Strategy             | • Team management      |
| • Player Behavior Analytics         | • Leadership           |
| • Performance Optimization          | • Communication skills |
| • AI-Assisted Code Generation       | • Technical Support    |
| • Game Design Documentation         |                        |
| • Version Control Management        |                        |
| • Object-Oriented Programming       |                        |
| • Procedural Content Generation     |                        |
| • Gameplay Mechanics Implementation |                        |

## AWARDS/CERTIFICATIONS

- Unreal Engine Epic Games Design Certificates Coursera --September 2025**

I Worked on 8 different courses on the accredited website Coursera from January till September of 2025 finishing projects and assignments for Unreal Engine. At the end I have finished all 8 courses all covering essentials of Unreal Engine and gained certificates.

- Level Up Showcase --April 2025**

I had the great honor of presenting my game Cattleman's Crossing as the lead at the Level up Showcase in April 2025, it was a very awarding, humbling and impressive experience for me and my group as we have been working on this game for 2 semesters

- B.E.S.T 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.

- C4 Capstone Classroom --June 2025**

I participated in a course worth 6 credits for a total of 3 weeks to work on a project with a team about solving homelessness in Toronto, we worked on a project for sponsored companies and presented our idea to be created and supported by the respective companies.