TAREK EL JARAB

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Game Developer

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 - Present

SKILLS

Unity and C#: 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: High 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.

• C#

• Python

• Github

Other Code skills:

Low level

High Level

Medium level

Personality Skills:

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

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

Achieved the third position in the highly acclaimed BEST Startup Company event at York University. As a passionate entrepreneur, I actively participated in the competition where I showcased my innovative ideas and demonstrated my business startup to the judges which was a model prototype of an app controlled robot arm which allows for autonomous control of the gas pump from your car. Despite the fierce competition from some of the most talented individuals in the industry, we were able to secure a place in the top three with support from a director from boston dynamics, which is a testament to my hard work and dedication. This accomplishment has not only boosted my confidence, but it has also enhanced my skills and knowledge in the startup industry. Accordingly I am eager to leverage this experience and continue to pursue my entrepreneurial dreams with even more vigor and determination.

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

PUBLICATIONS AND PROJECTS

Game development Projects

• Choppers Rampage

Choppers Rampage was my first-ever game I made and published, it was made by Bitsy game engine which was perfect for a simple story horror game, the game talks about a man who experiences the horror of a serial killer that haunts him. I eventually finished and published the game on Itch.io.

Link: https://tcroco27.itch.io/choppers-rampage

• 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

 $Link: \underline{https://crocostar27.itch.io/walks-on-your-skin-prologue}$

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

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

CERTIFICATIONS

INTRO TO GAME DEV

<u>code</u>]cademy						
	Certificate of Completion 30Jy 21, 2023					
Awarded to	Tarek Jrab					
For completing	Introduction to Game Development Course					
Verification	64BA87DD9A	2023	100% completion	Successfully completed all course material in the Introduction to Game Development Course	Founder & CEO	Fach Suns