

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

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|-------------------------------------|------------------------|
| • 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.