

# TAREK EL JARAB

+1 5147811027



Game Developer

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 – Present

## 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.

### 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

## 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

# PUBLICATIONS AND PROJECTS

## • Game development Projects

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### • 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 : <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>

## • Code related projects and others

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### • 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

<div><div>codecademy</div><div>Certificate of Completion</div><div>July 21, 2023</div></div>							
Awarded to		Tarek Jrab					
For completing		Introduction to Game Development Course					
Verification		2023	100% completion	Successfully completed all course material in the Introduction to Game Development Course	Founder & CEO		
	64BA87DD9A Scan to verify						
		Certificate of Completion					
				Zach Sims			