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| Marwan Kodeih  12914 Partridge Bend Dr. Austin, TX 78729  512-299-7544  Marwanok@gmail.com |
| Summary |
| Current student in pursuit of a BA in Computer Science with a strong background in relevant coursework and hands-on experience. Aiming to further build knowledge and skillset and gain experience as a means to achieving ultimate objective of acquiring a computer science related career in the gaming or aerospace industries. |
| skills |
| * Experience with the Microsoft Office suite, Adobe suite, several game * Engines(Unity 3D, Unreal Engine 3, Source, Unreal Engine 4, Cry engine, Game maker, QT, several compilers and integrated development) * Environments(Visual C++, Code blocks, Monodevelop, JCreator, IDLE, and numerous application programming interfaces) * In depth Experienced with C++ and C#(With Unity API) as well as experience with - XML, JSON, Java, JavaScript, PHP, C#, HTML, Haskell, Visual Basic, Visual C++, and Python. * Developed python library for Sabre’s REST API * Ability to work in collaborative and team-oriented environments |
| Experience |
| **Intern, Dell**  *Austin, TX – June, 2013 – August 2014*   * Setup internal server and website for the PG failure analysis sector * Created tools to easily monitor product flow * Fixed consumer computer hardware and software issues * Worked heavily in Microsoft Excel   **Electronic Components Sales, Fry’s Electronics**  *Austin, TX— June, 2015 - August 2015*   * Assisted customers with information on networking, cables, computer builds, etc. * Worked with POS system to write quotes * Assisted with store transfers and general store maintenance   **Soccer Referee, Town and Country**  *9100 Meadow heath Dr. , Austin, TX 78729 — 2008-2014*   * Developed skills in conflict resolution by acting as mediator between players, coaches and parents * Exhibited punctuality by attending every game on time for all 6 years * Exhibited flexibility and dependability by readily attending unscheduled games |
| Education |

**University of Texas at Dallas**

*BA in Computer Science – 2014 – Current*

* Virtual Reality Research Project (Effect of Immersion on Detail Retention)
* Space Exploration Society

**Other**

* Austin Community College Course - Computer Organization and Machine
* Language (summer of 2012)
* University of Texas Alumni weekly Computer Science lessons (2012 -
* 2014)
* Udacity and Coursera online courses, including Theoretical Computer
* Science and Calculus
* 3D Modeling private Tutorials (2011- 2012)