Omar Alhijazi

Programmer

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Highly-skilled Programmer with 2 years in software design, development and integration. Advanced knowledge of C++ programming language. Logical and professional with excellent problem-solving skills.

EDUCATION

High School
Lauwers College
08/2015 - 07/2019   *Groningen, Grijpskerk*

Game Development
Noorderpoort Kunst & Multimedia
08/2019 - Present   *Groningnen*

Courses
- Unity
- Blender
- Unreal Engine
- Web

WORK EXPERIENCE

Restaurant Crew Member
Laziz
10/2018 - 07/2019   *Groningen, Zuidhorn*

Achievements/Tasks
- Maintained clean, sanitized and well-organized food preparation zones.
- Checked completed orders for accuracy and bagged meals for easy carrying.
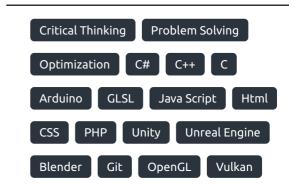- Coordinating with chef to assure no problems.
- Customer service.

Internship Restaurant
De lekkere lekkerbek
01/2017 - 06/2017   *Groningen, Zuidhorn*

Achievements/Tasks
- Maintained clean, sanitized and well-organized food preparation zones.
- Checked completed orders for accuracy and bagged meals for easy carrying.
- Customer service.

SKILLS

Critical Thinking · Problem Solving · Optimization · C# · C++ · C · Arduino · GLSL · Java Script · Html · CSS · PHP · Unity · Unreal Engine · Blender · Git · OpenGL · Vulkan

PROJECTS

Tower Defence (12/2019 - 02/2020)
- Developed a tower defence type game. My first programming project ever.

Beat 'em up (02/2020 - 07/2020)
- My first project working in a team.

Bike (09/2020 - 02/2021)
- The project with the most team members I have been a part of yet.

Infectus Remains of Time
 (09/2020 - 06/2021)
- The biggest project I have worked on yet.

Many small rendering projects

INTERESTS

Gaming · Footbal · Piano · Rendering APIs