

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

Groningen

Courses

- Unity
- Unreal Engine
- Blender
- 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

Football

Piano

Rendering APIs