Basil Alrashedi

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Software Engineer with hands-on experience in game development, software applications, and data analytics. Proficient in using tools like Unity, C#, and Python to create dynamic and engaging digital experiences. Adept at working collaboratively in team projects and independently to deliver high-quality results. Seeking a cooperative education position to apply my technical skills, problem-solving abilities, and passion for technology in a professional environment while continuing to grow and learn.

Experience

January 2023 – February 2024
PG Club |University of Hail |Part-Time

Game Developer

- Developed two full games independently using Unity and C#, showcasing strong problem solving and game design skills.
- Assisted in designing and building the club's website, improving user experience and navigation.
- Collaborated with club's team to ensure game quality and meet project deadlines.
- Gained experience using tools like Unity, Blender, Unreal Engine, and 3D modeling for game assets.

Skills

Programming Languages: C#, Python, Java, HTML, CSS • **Game Development**: Unity, Unreal Engine • **Strong Computer Skills**: Proficient in general computer systems, software troubleshooting • Excellent time management skills, Strong communication/interpersonal skills • **Problem Solving**: Debugging, Troubleshooting • **Basic Data Analytics**: Data collection, analysis, and visualization. • **Microsoft Office**: Proficient in Excel (VLOOKUP, pivot tables, data analysis) and other Microsoft Office applications (Word, PowerPoint, Outlook)

Education

August 2025
Bachelor of Software Engineering | University of Hail | Hail, Saudi Arabia

- **IBM Artificial Intelligence Analyst Certificate**
- **Unity Foundations OnDemand Learning Plan**
- **Google Coursera: Foundations: Data, Data, Everywhere**
- **IBM Artificial Intelligence Fundamentals**
- **INE Junior Data Science Associate**