
ZEN HAMAM

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[Website](#) ♦ [Linkedin](#) ♦ [GitHub](#)

PROFESSIONAL SUMMARY

I'm a software developer with a Bachelor's in Game Software Engineering, driven by curiosity and a constant desire to learn. Having lived in the middle east, Italy, and the UK, I've learned to see problems from different perspectives and adapt quickly to new challenges. I love turning ideas into real, functional experiences using tools like C++, C#, Python, Unity, and Unreal, and I'm always looking for ways to grow and push my craft further.

SKILLS

- | | | |
|---------------------------|-----------|---------------------------|
| • Gameplay ability system | • Node.js | • Teamwork |
| • State machines | • APIs | • Effective Communication |
| • C++ C# Python | • OOP | • Critical Thinking |
| • HTML CSS JavaScript | • Git | • Problem solving |

WORK HISTORY

Catering Staff, Italian Restaurant. 2023

- Worked collaboratively to ensure smooth operations during busy shifts, maintaining punctuality and a professional attitude in a high-pressure environment.
- Communicated effectively with colleagues to ensure accurate orders.
- Assisting with stock organization and store upkeep for a clean environment.

Boxing Club Member & Active Participant. 2024

- Trained regularly with peers, building discipline, endurance, and teamwork.
- Took part in club activities and helped organize training sessions.
- Gained strong time management skills balancing studies and training.

Volunteer, Filipino Society. 2024

- Supported cultural events, logistics, and community engagement.
- Strengthened communication and teamwork in a multicultural setting.

LANGUAGES

English(Fluent)

Italian(Basic)

Arabic(fluent)

EDUCATION

Bachelor of science: Game Software Engineering, 09/2021 - 06/2025
Bournemouth University

Online Courses:

- UE5 Multiplayer game
- Unity 3D Physics & collision
- Harvard CS50 Computer science
- Arcade Game Engine C++ using SDL 2

Currently training as a **Full-Stack Developer** with [Founders and Coders](#)