

RAKIK Alla Eddine

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Age : 20

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Education

from 09-2018 to 07-2022

License in Math & Informatics

Graduation with license degree in Math & Informatics from
University Of Science And Technology Houari Boumediene (USTHB)

from 09-2015 to 07-2018

high school education in math technique electrical engineering

high school : Lycée MeKaoui Baha (Baraki)
Graduation grade : 14.15/20 (70.75%) with good appreciation
Graduation ranking : 2nd in education specialty
Math grade : 18/20 (90%)
Math grade ranking : 1st in high school
Graduation grade : 14.15/20 (70.75%)

Professional experience

from 12-2020 to 6-2021

remote internship at Aeria Canada Studios

remote internship at aeria canada studios
programmer and developer (Unity)
testing and debugging

from 11-2020 to 12-2020

Freelance work for joel fuller

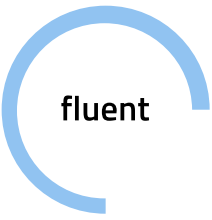
worked on several scripts for xavian game project (<https://xaviangubora.com/>)
shader creation and programming (Unity shader graph & hlsl)
code debugging and maintenance (c# ,Unity api)

Spoken languages

Arabic

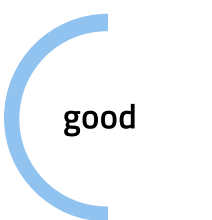


English



(Academic ielts 6.5)

French



Skills

Programming languages :

| | | | | | | | |
|-------------|---|---|---|---|---|---|---|
| C++ | ● | ● | ● | ● | ● | ● | ● |
| C# | ● | ● | ● | ● | ● | ● | ● |
| HTML 5 | ● | ● | ● | ● | ● | ● | ● |
| CSS 3 | ● | ● | ● | ● | ● | ● | ● |
| Java Script | ● | ● | ● | ● | ● | ● | ● |
| Dart | ● | ● | ● | ● | ● | ● | ● |
| HLSL | ● | ● | ● | ● | ● | ● | ● |
| PHP | ● | ● | ● | ● | ● | ● | ● |

APIs and FRAMWORKS :

- dotnet api and winform
- unity engine api
- flutter api for android

Technical :

- Good problem solving abilities
- Future proof planning
- Creative Mind
- High communication skills and teamwork abilities

Softwares :

Unity :

- c# and unity api knowledge
- shader creation with shader graph or hlsl language
- vfx graph and particle creation for use

substance painter :

- texturing and texture painting for pbr realistic models

substance designer :

- texture creations for vfx with graphs and nodes

Figma :

- 2D desgine for websites ,apps and video game UI.
- vector art , logo and sprite creation.

Blender :

- 3D hard surface modelling for game use
- uv unwarping
- shader graph and modifiers

hobbies

Sports :

- current rugby player in J.F.B.K rugby club.
- particed judo for 5 years at School Judo D'el-Harrach.
- player of chess on chess.com.

Game developemt and programming :

- realistic 3d renders and wallpapers.
- unity game development and game creation.
- solving mathematical problems through programming.

voluntary work

- Participated in voluntary non-profit work with rana nawyin el khir association and el saada charity to help people with disabilities and feed the poor.
- member of micro-club at USTHB for programming and game development .