RAKIK Alla Eddine

Date Of Birth : 25-01-2001

Age : 20

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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 debuging and maintenance (c# ,Unity api)

from 08-2020 to 09-2020
computer technician at RED APPLE
- computer maintenance & management
- database maintenance
- data insertion to database

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 education specialty
- Graduation grade : 14.15/20 (70.75%)
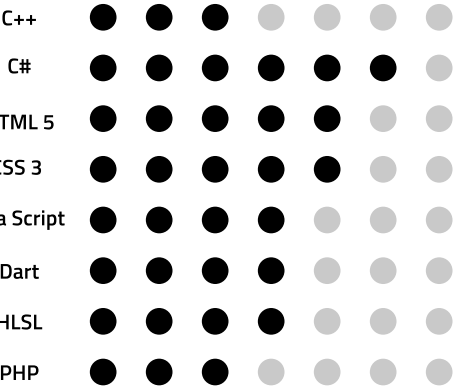
Spoken languages

Arabic — native

English — fluent (ielts 6.5)

French — good

Skills

Programming languages :

Language	Level
C++	●●●●○○○
C#	●●●●●○○
HTML 5	●●●●○○○
CSS 3	●●●●○○○
Java Script	●●●○○○○
Dart	●●●○○○○
HLSL	●●●●○○○
PHP	●●●○○○○

APIs and FRAMWORKS :
- .net api and winform
- unity engine api
- flutter api for android

Techincal :
- high problem solving abilitys
- future proof planning
- creativtiy and creation
- high communication skills and teamwork abilities

Softwares :

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

substance painter
- texturing and texture painting for pbr realistic modeles

substance desginer
- texture creations for vfx with graphs and nodes

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

Blender
- 3D hard surface modelling for game use
- uv unwarpping
- shader graph and modfiers

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.

video games :
- i play online video games and love to play competitively.

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 to help people with disablits and feed the poor.
- member of micro-club at USTHB for programming and game development .