BASEL TALEB

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Date of Birth: 5 November 1981

Marital Status: Married

Residence: Delft, the Netherlands

WORK EXPERIENCE

June 2018 - Current

Android Developer - YAACOMM - Leiden

- Developed, debugged, and planned Android CAO apps in Kotlin and Java.
- Wrote Gradle scripts and plugins to handle the deployment and implementation of libraries.
- Created and deployed firebase cloud functions.
- Prototyped app modules ideas and user experience in Adobe XD.
- Created mock-ups for new apps and app updates, adhering to Material Design guidelines.
- Sourced and adapted icons and graphical assets required in iOS and Android apps using Adobe XD, Photoshop and Illustrator.

March 2011 - November 2014

Project manager and 3D Generalist - INNOVATIVE TECHNOLOGIES - Online

- Created the Project Plan and Project Workflow.
- Supervised team members to ensure quality and adherence to the Project Plan.
- Created anatomically-correct 3D models with materials and textures of parts of the human body.
- Directed and created storyboards for medical educational videos.
- Created interactive content in Unity 3D, representing body parts function and purpose.

January 2010 - February 2011

Graphics Generalist - INTEGRATED SYSTEMS TECHNOLOGIES - Syria

- Designed web pages for clients and for the company itself. Worked closely with web developers and content creators.
- Created 3D content to supplement flash animation and graphics contents.
- Created 3D and 2D animation shorts for promotional campaigns.
- Created interactive educational presentations and applications using Adobe Flash for universities and other educational organizations.
- Designed printable graphics like flyers and brochures for clients and for the company.

May 2007 - October 2009

Graphics Generalist - MUHTAREF GROUP - Syria (part-time)

- Created 3D content for various purposes like product pre-visualization, interior pre-visualization, high-resolution images for print... etc.
- Used Adobe Flash to create interactive content for web sites and interactive presentations and galleries.
- Designed a variety of printable graphics for costumers.

August 2007 - February 2009

English Teacher - MAMOUN INST. - Syria (part-time)

- Taught English as a Foreign Language.
- Created workshop plans and worked with other teachers while executing them.

SKILLS

- Kotlin and Java Android development.
- Modeling and animating anatomically correct 3D models for medical illustrations and animations.
- Modeling mechanical and organic objects, household objects, game structures, game props... etc.
- Writing GLSL shaders.
- C# programming for Unity 3D.
- UVMapping, texture creation and baking for game-ready models.
- Video editing.
- Graphic and Web Design.

EDUCATION

- Oracle Certified Associate, Java SE 8 Programmer (Badge ID: 5446fab8-0faf4-b-67ba0f-fad71301b7d1).
- BA in English Literature from the Faculty of Arts and Humanities, English Department, Al-Ba'ath University, in Homs, Syria.