

# Bola Gadalla

bolagadalla777@gmail.com

(347) 300-3336

[Github - @bolagadalla](#)

[Linkedin - @bolagadalla](#)

## Address

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132-14 81st Street,  
Ozone Park,  
NY 11417,  
United States

## Profile

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I'm currently a **student** at Queens College studying Computer Science and the **President of the QC Game Development Club**. As the President of QCGDC, I enjoy making games and **teaching** others how to program and make games using **Unity Engine**.

## Work experience

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### CUNY Queens College ▪ Queens, New York

#### President of QC Game Development Club

*08/2019 – present*

- In charge of teaching club members C# and Unity Engine
- Worked together with my e-board members to create materials to teach club members the programming language and the basics of Unity Engine.
- Teach students step by step how to make a game.
- Oversaw and managed club meetings.
- Worked together with my e-board members to make goals for our club to achieve every semester.

### RF CUNY ▪ Queens, New York

#### Peer Mentor

*08/2020 – present*

- Mentored for the CSCI-111 course
- Helped students with their code and lab projects that were in C++.
- Helped manage multiple groups of students with their CS projects.

# Education

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**CUNY Queens College ▪ Queens, New York**

**Computer Science**

*08/2017 – present*

Currently studying **Computer Science (BA)** at Queens College and am going to graduate with a BA in Computer Science by **May 2022**.

## Skills

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### Programming Skills

- Java
- C#
- C++
- Unity Engine
- JavaScript
- Dart w/Flutter
- Python
- Distributed Databases
- TensorFlow

### Languages

- Arabic
- English

## Projects

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### Quick Hexa

I **created** and **published** Quick Hexa, my **first game**, on both the **Play Store** and **App Store**. I used **Unity Engine** and **C#** to make this game from scratch, everything was made by me (except sound effects). This took me a week to make, from April 1 to April 8.

### Discord Games Bot

I created a **Discord Bot** using the Discord **API** to allow users to select and **play mini games** from a selection of games. To keep track of the user's progress and the games they played, I created a local **Database** using **MongoDB** and **deployed** this project onto a **Raspberry Pi 4**.

### Shopping App

Using **Dart** with **Flutter SDK**, I created a **shopping app** that has all the functionality of any shopping app you might see in the Play or the App Store. To save the user data and state, the project is connected to a **Firestore Database**.

### Clima

This is a **Swift** app that displays the weather for your **location** or for a location that you enter. The app asks for the **user location** and then creates an **API request** to openweathermap.org to get the location's **weather conditions**.

## Online Courses

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### **Complete C# Unity Game Developer 2D ▪ Udemy**

*01/2019 – 03/2019*

I learned the basics of how to use the Unity Engine to make multiple 2D games.

### **Flutter & Dart - The Complete Guide [2020 Edition] ▪ Udemy**

*01/2019 – 03/2019*

I learned to make mobile apps for both iOS and Android by using the Flutter SDK in Dart language. I created multiple apps as a result.

## References

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### **Prof. Rebecca Schley ▪ Queens College**

rebexter@gmail.com