

BOLA GADALLA

GAME DEVELOPER 📍 OZONE PARK, 11417 📞 (347)300-3336

◦ DETAILS ◦

132-14 81st Street
Ozone Park, 11417
(347)300-3336
bolagadalla777@gmail.com

◦ LINKS ◦

[GitHub - @bolagadalla](#)

◦ SKILLS ◦

C#

Unity

Swift

C++

Dart with Flutter

Java

◦ LANGUAGES ◦

English

Arabic

👤 PROFILE

Am currently a college **student** at Queens College studying Computer Science. Am also the **President of the QC Game Development Club**, and as such I enjoy making games and teaching others how to make games. And that is the activities that I do as the President of QCGDC, I **teach** my fellow students how to make games using **Unity Engine**.

📁 EMPLOYMENT HISTORY

President of QC Game Development Club at Queens College, Borough of Queens

August 2019 — Present

- As the President of QC Game Development Club, I was in charge of **teaching** the club members **C#** and **Unity Engine**. I created materials to first teach them the programming language, and then teach them the **basics of Unity Engine**. After that I would **create a game with them** and **teach them** step by step how to make that game.
- I was in charge of **managing meetings** and **making goals** for our club to achieve every semester.

Peer Mentor at RF CUNY, Borough of Queens

August 2020 — December 2020

- I was a **Peer Mentor** for CSCI-111 course at Queens College, that means students in that course would come to me for any help with their code which was **C++**.
- I also was in charge of **managing 6 groups** each with a different project. Which means I had to **teach** them to write proper **C++** code and logic for the project.

🎓 EDUCATION

Bachelor, CUNY Queens College, Borough of Queens

August 2017 — Present

Am currently still **studying Computer Science** (BS) at Queens College and am projected to graduate with BS in Computer Science by Dec 2021.

★ PROJECTS

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.

Tree Jump

This is another game made in **Unity** as a **2D game** that runs on both mobile platform. Am **very proud** of this game, although it was not published, because this was the **first game** that I got my **hand dirty** with it. I did the game from start to finish without any help.

Discord Bot

I created a Discord bot using **C#** and then uploaded it into a **Raspberry Pi 4** to run continuously. The **Raspberry Pi** is acting as a **VPS** for the bot.

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.



Clima

This is a **Swift** app that would display 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 **weather conditions**.



COURSES



Complete C# Unity Game Developer 2D, Udemy

January 2019 — March 2018



Flutter & Dart - The Complete Guide [2020 Edition], Udemy

November 2020 — Present



REFERENCES



Rebecca Schley from Queens College

rebexter@gmail.com