

### Skills

C	C#	Unity Engine	DirectX 11	Game / Level Design	UI/UX
C++	Artificial Intelligent(AI)	Unreal Engine 4	gcc/g++	Source Control	Project Scheduling

### Work Experience

#### DigiPen Institute of Technology - Teaching Assistant

September 2021 - Present

- Helped students with c# programming in two classes to further their understanding of core topics
- Graded students' project and lab submissions and provide constructive and detailed feedback

February 2021 - April 2021

- Assisted professor in CS185 class by helping students to understand c++ and its object-oriented features
- Reviewed student works giving productive comment after grading submissions

#### DigiPen Institute of Technology - Highschool Lecturer

November 2021 - Present

- Taught 12th grade students in Collège Notre-Dame de Jamhour, the catholic school located in Baabda, Lebanon
- Coached C language skills by lecture, quiz and assignments
- Led Tank game project so that students can understand how to use c language and how game programming works

#### DigiPen Institute of Technology - Programming Camp Guardian

July 2019 - August 2019

- Supported K12 students in terms of all education courses they got during programming camp include Unity game programming, art and sound design
- Managed student life throughout camp period such as accommodation, city tour, transportation, etc.
- Resolved conflicts between students and camp organizer and communicate with parents to reduce their worries

### Academic Projects

#### Kaiju Kabouly - AI programmer (2 programmers, 2 designers)

2022 - Present

3D VR first-person action simulation game / Unity Engine

- Wrote the code for the car AI system which enables traffic system in the game
- Developed human AI to reduce errors and show better movement

#### Pathfinding Algorithm Visualizer (Solo project)

2021

3D pathfinding algorithm visualizer program / Unity Engine

- Completed core architecture which enables switch into different pathfinding algorithm easily
- Visualized Dijkstra algorithm, Astar algorithm and Breadth First Search algorithm
- Implemented custom and procedurally generated obstacle system to show pathfinding in the complex environment

#### Flow Field Project - AI programmer (2 programmers)

2020

Flow field game AI project / Custom Engine

- Formulated core features including AI by using the Dijkstra algorithm in c++ language
- Handled project management and designed program concept and core program mechanics

#### Cheese Roll - Producer, Gameplay programmer (4 programmers)

2019 - 2020

2D top-down cooperating puzzle game / Custom Engine

- Built core game mechanics and game levels include balancing game levels
- Managed the team efficiently and successfully for well-organized teamwork
- Programmed main menu UI, tutorials and credit scenes

#### Finding Coffin - Technical Director, Gameplay programmer (3 programmers)

2016

2D platformer running game / Custom Engine

- Constructed core game concept and core mechanism
- Made gameplay, physics code with c language
- Designed overall UI of the game include score, main menu and credit scene

### Education

#### DigiPen Institute of Technology

2015 - Expect Graduation: April 2022

Bachelor of Science in Computer Science and Game Design

### Additional Information

#### Military Service: Sergeant, Republic of Korea Army Reconnaissance and Surveillance Unit

2016 - 2018

- Presented an award certificate medal from United Nations Command MAC secretary and awarded certificate from regimental commander for marvelous mission performance at the border against North Korea