



ALI ELHEFNAWY

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ABOUT ME

An Egyptian Computer Science student at Universiti Tun Hussein Onn Malaysia with a profound passion for multimedia technologies, particularly game development. Dedicated to expanding skills in this dynamic field through academic pursuits. Possesses additional proficiency in web and software programming with a keen focus on creativity and programming proficiency.

EXPERIENCE

WAMY VIDEO PRODUCTION

Kuala Lumpur, Malaysia

Video Production Leadership

Aug 2022

- Led a team for WAMY Video Production Competition overseeing the collaborative effort to create a compelling video entry.
- Contributed to the conceptualization, scripting, filming, and editing processes of the video entry.
- emphasizing the value of achievement and ultimately securing [3rd place](#).

VEX EDR TOWER TAKEOVER

FUTURE ACADEMY, EGYPT

Team Leadership

2019-2020

- Participated in the VEX EDR robotics competition serving as the leader of Team [69838B](#) "Chaos Team".
- Led the team to 2nd place in Egypt, achieving the Design Award.

VEX IQ NEXT LEVEL

MindShine Academy, Egypt

STEM Promotion and Multimedia Production

2018-2019

- Led STEM promotion and multimedia production efforts for Team [36327A](#) "Robo Sapience" in the VEX IQ robotics competition resulting in securing 1st place in Egypt and obtaining the Excellence Award, Teamwork Champion Award, and 1st Place in Robot Skills Champion.

VEX IQ RINGMASTER

Cairo Stadium, Egypt

Programming Leadership

2017-2018

- Participated in the VEX IQ Robotics Competition, taking a leadership role in programming within Team [10804H](#) "Technical Problems".
- Utilized C++ to code the robot, resulting in substantial contributions to the team's achievement in winning the Amaze Award.

EDUCATION

UNIVERSITI TUN HUSSEIN ONN MALAYSIA (UTHM)

Johor, Malaysia

Bachelor of Computer Science with Honours, Minor in Multimedia

Oct 2021-Present

- Expected to graduate in February 2025
- Current GPA: 3.80 / 4.00
- Predicted Grade: First Class
- Final Year Project Title: AI-POWERED AND VOICE INTERACTIVE EXPERIENCE INTEGRATED INTO A 3D MAZE VIDEO GAME.

PROJECTS

Amaze Venture - 3D Video Game Integrated with AI and voice recognition

Oct 2023-Present

- “Amaze Venture” serves as my pioneering Final Year Project (FYP), where it leverages artificial intelligence to develop an immersive 3D Maze video game experience offering players a dynamic blend of interactive gameplay.

AR TIME TRAVELER - Eucational AR Learning App

Jul 2023

UTHM • <https://ali-elhefnawey.itch.io/ar-time-traveler>

- Led the development of AR (Augmented Reality) learning app for 6th grade students focusing on teaching Malaysian history curriculum subject using Unity Game Engine, C# and Firebase for android users.
- The app is integrated with AR to gamify the experience and entertain students while learn.

POCATCH - AR Video Game

Jun 2022

UTHM • <https://ali-elhefnawey.itch.io/pocatch>

- Led the development of AR (Augmented Reality) video game for Android users using Unity Game Engine and C# integrated with GPS features which is inspired from Pokemon-Go game.

GOOVER - 2D Side Scrolling Video Game

Jun 2021

UTHM • <https://ali-elhefnawey.itch.io/creativity-project>

- Developed a full 2D runner video game “Goover” for Android users using Unity Game Engine and C# which is inspired from T-Rex google game.

Capture The Flag - 2D Local Multiplayer Video

Aug 2020

UTHM • <https://ali-elhefnawey.itch.io/capture-the-flag>

- Developed Full 2D local Multiplayer game for Windows users called “Capture The Flag” up to 4 Players using Unity Game Engine during high school.

SKILLS

Key Skills

- Game Development • 3D Modeling • Animation • Software Development • Full Stack Development • Graphic Design

Technical Skills

- Programming Languages: C#, C++, Dart, Kotlin, HTML, CSS, JavaScript, PHP, OpenGL, Python.
- Development Software: Unity, Unreal Engine, Visual Studio, CodeBlocks, Eclipse, Dev C++, Codelite.
- Design, Editing, and Productivity Tools: Blender, Adobe Photoshop, Adobe Illustrator, Adobe Premier, Gimp, Microsoft Word, PowerPoint, Canva, Adobe AfterEffect, Davinci Resolve, Figma, Audacity, Adobe Indesign.

Languages:

- Arabic (Native).
- English (IELTS Score 6.5 / CEFR Level B2) Taken on 2/OCT/2021.
- German (Beginner).

AWARDS AND HONORS

- [Dean's List](#) for exceptional academic performance. (2021-2022)
- [CCNAv7 : Introduction to Networks](#) certificate from CISCO.
- Egyption representative and head of Marketing and Information for UTHM Global Society (UGS). (Apr 2024 -Present)
- Earned [C# certificate](#) from Sololearn programming teacher application.
- Participated in [Huawie Cloud Developer Competition APAC 2023](#).
- Received Best Design Booth Award as Egyptian and UTHM representative at “[Meet and Greet with International Students in Malaysia](#)” Event done by EMGS.