





HATEM KHAMIS

GAME & VR DEVELOPER

PROFILE

I am a results-driven and passionate computer science professional with a strong interest in game development, virtual reality, and continuous self-improvement. With a proven track record in training, competitive success, and professional game programming, I am dedicated to contributing to innovative projects and pushing the boundaries in these dynamic fields. My goal is to leverage my skills and knowledge to create impactful and cutting-edge solutions, striving for excellence and growth in every endeavor.

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-  <https://github.com/iHGEN>

SKILLS

- Problem-Solving
- Working with github
- Self-Learner
- Communication & Teamwork
- Unity & VR proficiency
- Technical Content Creating
- Training

EDUCATION

BACHELOR DEGREE

Computer Science
2024 - 2027

DIPLOMA DEGREE

Environment Protection
2018-2020
GPA: 4.95/5.00

LANGUAGE

- Arabic
- English

PROJECTS

- virtual interview
- Puzzle Game
- Virtual Cloth shop
- Zombie Game
- Platform for VR Game

EXPERIENCE

STC METATHONE COMPETION

- 1st Palace in Metathone

KING SALMAN INTERNATIONAL ACADEMY FOR THE ARABIC LANGUAGE

April 2024 - Present

- Make VR Games/ Web Games
- Game Programmer

TRAINER AT TUWAIQ ACADEMY

December 2023 - June 2024

- Teaching grades 7 to 9
- Teaching Unity Engine
- Teaching programming concepts in c#
- Creating technical content

SELF-EMPLOYMENT

December 2018 - Present

Developing Desktop Application using C#

- Streaming Service that provides T.V Show
- Creating tools for modding games

CERTIFICATIONS

- Data Processing Computer Technical College
- Profile and Optimize Unity Applications Unity
- program interactions with C# Scripting in unity
- Debug, optimize and manage project in unity
- Unity Junior Programmer from unity
- Unity VR Development from unity
- Optimize Memory and Asset Management in Unity
- XR interaction Toolkit fundamentals
- C# 101 & 102 Star Platform for Completing the Course
- SQL 101 & 102 Star Platform for Completing the Course