

www.jamalkhalili.com

hi@jamalkhalili.com

+49 157 346 185 56

Berlin, Germany

Skills

Languages

- HTML, CSS
- JavaScript
- C, C++
- Python

Technologies

- GraphQL
- Vue, React
- Cabels.gl, WebGL
- Git
- Adobe Suite
- DMX
- TouchDesigner
- Unity
- Maya

Languages

- English (fuent)
- Arabic (fluent)
- German (proficient)

Endavours

- Exhibited mixed-media (sound, visuals and smell) installation, "[inverse](#)", at collective cultural art exhibition.
- Exhibited visually programmed artwork "[Habitat](#)" at collective art exhibition.
- Independently created a captivating interactive and mixed media personal [website](#).

Interests

- Volleyball, Biking
- Animation, Comedy
- Electronic Music
- Coffee, Plants

Jamal Khalili

Multimedia Developer

Experienced Multimedia Developer with 6+ years in mixed media Implementation. Expert in crafting interactive experiences and environments with keen visual acuity. Collaborative team player seeking a challenging position in an innovative firm.

Experience

Creative Developer

Aug 2023 — Nov 2024

take it_ | Berlin, Germany

- Collaborating on high-profile client projects. Delivering creative web solutions for renowned clients.
- Proficient in Storyblok CMS and building dynamic websites using Nuxt and Next.js.
- Utilizing advanced design tools, creating smooth, lightweight websites using Figma, TailWindCSS, and GSAP.
- Managing multiple projects under tight deadlines. Ensuring timely delivery with Vercel and Netlify deployments.

Multimedia Developer

Mar 2023 — Jul 2023

DEPARTD | Berlin, Germany

- Developed AR experiences using Spark AR, Lens Studio, and Effect House, including illustrations, audio, and 3D & 2D animations, used by numerous users.
- Conceptualised and Implemented interactive elements using JavaScript and C#, leading to enhanced and increased user interactions.
- Collaborated closely with designers, 3D artists, and project managers, to deliver high-quality projects within tight deadlines.
- Experimented and staying up to date with technologies, including Unity, to explore innovative ways to enhance the immersive nature of AR experiences.

Frontend Developer

Feb 2020 — May 2022

Endava | Berlin, Germany

- Implemented and enhanced React-based video players for streaming services, improving the streaming experience for millions of users in the DACH region.
- Built and maintained responsive and functional websites (TVthek, Flimmit, MyFidelio, Freenet TV) using Vue, React, APIs and PHP.
- Effectively collaborated with a cross-functional team, demonstrating strong leadership, teamwork, and transparent communication.
- Provided valuable support in UI/UX design, enhancing the efficiency of designers and reducing miscommunications.
- Maintained thorough documentation and implemented CI/CD practices, fostering knowledge sharing, and mitigating risks.

Multimedia Designer

Aug 2016 — Apr 2018

ANZIIF | Melbourne, Australia

- Developed and designed interactive courses using LMS platforms (Moodle, Rise, Storyline), improving the learning experience for insurance professionals.
- Utilized diverse multimedia elements, enhancing student satisfaction and performance by %40.
- Maintained and improved UX/UI of LMS/CMS system, ensuring seamless learning.
- Collaborated effectively with SMEs, incorporating expertise into course content.
- Re-designed and implemented a glossary platform, improving students and SMEs understanding of the course.

Education

Master of Design & Digital Media

Sept 2019

University of Edinburgh | Edinburgh, UK

Bachelor of IT (Multimedia Design)

July 2016

RMIT University | Melbourne, Australia