Mohamed Kazma

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EDUCATION

CARLETON UNIVERSITY
BS in Computer Science
Expected May 2019 | Ottawa, ON
Cum. GPA: 3.5 / 4
Major GPA: 3.55 / 4

LINKS

Github:// **moekaz**
LinkedIn:// **mohamed kazma**

SKILLS

LANGUAGES:
C++ • C • C# • Java
JavaScript • CSS • Html

FRAMEWORKS:
Node.js • Pug(Jade) • Express.js

TECHNOLOGIES:
SQL • MongoDB • Unity • Git

LIBRARIES:
OpenGL • GLSL • SFML • JQuery • Socket.io

EXPERIENCE

CARLETON UNIVERSITY | Teaching Assistant
September 2017 - May 2018 | Ottawa, ON
- Courses where a data structures course as well as a networking course
- Held office hours to help students better understand course material as well as better approach problems they are facing in their code

PROJECTS

FLYING UNDERSIZED CONTROLLED KILLER September 2017

- A 3D Helicopter Assault game based on a fly that attacks other flies and humans using projectiles and draggable objects
- Led a team of 2 developers were goals were setup deadlines were assigned and features divided amongst team members
- Used the OpenGL library and C++ to render scenes and build game architecture
- Used GLSL to write vertex and fragment shaders for unit texturing and illumination calculations
- Built geometry shaders to build multiple particle systems for fires and explosions...

FRONTIER GUILD January 2018

- A 3D Real-Time-Strategy game that is based upon final fantasy 7
- Uses the Unity game engine to build game world and scripting player and unit behaviors in addition to setting up the scene's UI
- Uses final fantasy 7-like turn based combat when player and enemy units go into combat or in random encounters with neutral environment units

HEROES ALWAYS DIE January 2017

- A 2D Platformer Shooter were the player's goal is to defeat all his enemies while exploring the platformer world
- Used the SFML library to support 2D rendering of the scene
- Used C++ to build the game hierarchy in addition to the game architecture

QUESTS OF THE ROUND TABLE January 2018

- Game that is based upon the Quests of the Round Table board game
- Used Unity Engine to build the game's architecture, scripting , and scenes
- Uses the Strategy design pattern to implement multiple cpu strategies that can be chosen by players

STORE TEMPLATE December 2017

- Template site that can be used as a store to display products, a description, and price of said products
- Templates a Cart site as well that can show products, their description, price and quantity of each and reports a subtotal and total price (according to Canadian tax-rate)