Réa Mourad
Student in Video Game Programming

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Portfolio: https://skyemourad.itch.io/

About me

I am an open-minded, friendly, independent and spontaneous person. Since the age of 12, I have been committed to pursuing my dream of becoming a programmer. With time, I grew the patience to undertake any project no matter how hard they seem or how long it takes. I would be a great addition to any team since I am extremely motivated and can quickly learn any skills to excel in my work.

Education

January 2021-Now

Collège Lasalle: Video Game Programming, DEC (English)

- Learnt the programming language C++ and C#
- Learnt the game engine Unity
- Learnt project methodology and best practices

September 2020 - January 2021

Collège Jean de Brébeuf: Secondary school diploma, International Baccalaureate

Experience

2023 - now
A/Maze – *Game Master*

- Greet guests and give an exciting introduction to their experience.
- Work under pressure and within time constraints.
- Check the operation of the rooms and ensure that the place is clean at all times.

June 2018 - August 2018
Télé-Québec – *Creator of educational videos in programming.*

- Wrote, directed, filmed, and edited videos to help young children learn the basics of programming in Scratch.
- Produced seamless and professional edits using Adobe After Effects and Adobe Premiere Pro.

January 2018 - December 2018

Technovation – *Artistic Direction, Programming, and Marketing.*

Technovation is a program for girls interested in programming an application to help their community. Our team delivered:

- A functional Apple application written in Swift that helps youth find volunteer opportunities.

- A complete business plan.

June 2016 - Now

Bazaar D'Outremont– *Sales Clerk*

- Every week, I volunteered at a large bazaar in Outremont in the clothing section. Most of my clients returned satisfied with my recommendations.

2019 - 2021
Promis – *Tutor for young refugees and immigrants*

- Tutoring in French and math for children from kindergarten to 3rd grade.
- Assistance with integration for newcomers.
- Focus on learning through play.

Projects

- Game Jam Lasalle
    - 2022: Second place - DND Snake Game
    - 2023: First place - Reverse Minesweeper
- Student survivor
    - Inspired by Vampire Survivor with new weapons and characters
- Necromancer
    - Rogue-like card game
- Glove that translates sign language : C++ Arduino and Flex detector
- Sudoku solver : C#
    - Can solve any sudoku in fraction of seconds
- President of the board game club at Lasalle

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Competence

- Programmation: C++ (SFML), C#, Swift, Scratch, Python
- Game engine: Unity
- Project Methodology: SCRUM, UML, Persona
- Operating systems and hardware: Linux, Windows, Arduino

Language

- French spoken and written
- English spoken and written