

Samuel Habib

With a strong set of skills and hard work, I am seeking an internship at your company.

PROJECTS

Interactive Chess Game

Dec 2020 - Present

- Developing 2D chess game using **Unity**, and **C#**.
- Creating a friendly user interface and an interactive board to display possible moves for each chess piece.
- Using **Adobe Photoshop** to design the board and chess pieces.

BlackJack Cards Game

Sep 2020 - Oct 2020

- Created a simplified BlackJack game on **Java**, with a functioning opponent.
- Developed a random card shuffle, where each game is completely different.
- Developed a UI and an algorithm to decide the winner of each game.

2D Action Game

Aug 2020 - Present

- Developing a 2D multi-level game that allows your character to freely move in an environment and shoot projectiles using **Unity**, and **C#**.
- Creating enemies A.I. with different difficulties, and a responsive UI..
- Designing all aspects of the game using **Adobe PhotoShop**.

Personal Website Development

Aug 2020 - Present

- Developing a one page, personal website to showcase my projects and include all links to my public profiles.
- Utilizing **HTML**, **CSS** and **JavaScript**.

EXPERIENCE

Merlin Entertainments, LDC, Vaughan Mills — Guest Experience Host

December 2017 - December 2020

- Greeted customers, responded to questions, improved engagement with merchandise and provided outstanding customer service.
- Operated cash registers.
- Introduced promotions and opportunities to customers.
- Ensure high levels of customer satisfaction through excellent sales service.

York University, — UIT Client Services

December 2017 - February 2018

- Worked in a team to build a website for the UT department.
- Guided clients through password resets or redirected them to appropriate help.
- Maintained a positive attitude and great customer service with all clients.

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EDUCATION

Ryerson University

BENG in Computer Engineering

September 2019 - Present

GPA: 3.89/4.33

LINKS

Github: [Samuelhabib](#)

LinkedIn: [Samuel Habib](#)

COURSE WORK

UNDERGRADUATE

Fall 2019: Calculus I, Linear Algebra.

Winter 2020: Calculus II, Computer Science I, Electric Circuit Analysis.

Fall 2020: Digital Systems, Software Systems.

Winter 2020: Data Structures and Algorithms, Object Oriented Analysis and Design.

SKILLS

PROGRAMING

C • C# • Java • Python • C++ • HTML • MatLab

DESIGN

Adobe Photoshop • Adobe premiere pro • Adobe After effects • Unity

MICROSOFT OFFICE

Excel, Word, Powerpoint

LANGUAGES

Fluent in English

Fluent in Arabic

ACHIEVEMENTS

- Dean's List 2019-2020
- Honor Roll 2015-2019
- Student Council 2015-2018

References will be provided Upon Request