CV/Resume:

Joseph Boumerhi

Contact Info:

Personal: joeyboumerhi@gmail.com

Summary/Objective:

- Connecting ideologies, scrapping through games, literature, philosophers to observe how characters and their surrounding worlds appear before various facets, finding different processes that are complementary to each other, and reinforcing said connections between them.
- A novice game developer and artist trying to find a footing into the game industry.

Professional History:

- None yet.

Education History:

- Dawson College – Interactive Media Arts   January 2018 – May 2020

- Concordia University – Computational Arts (Specialization)   August 2020 – […]

Hard Skills:

- Game Design and Development
    - o Beginner knowledge on Unity and Unreal
    - o Curious about Godot
- Web Design and Development
    - o Beginner knowledge on JS, CSS, HTML
- UX/UI Design
    - o Currently taking a class on Interaction Design
    - o Learning Figma
- 3D Modelling
    - o Intermediate at Blender
- Character Design
    - o Learning to draw better.

Soft Skills:

- Unconventional

- Serendipitous
- Observant
- Empathetic
- Generalist

Published Works:

- None yet.