Joseph Boumerhi

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https://thejosephboumerhi.github.io/JosephB_PortfolioSite/

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.

Education:

- Concordia University – **Computational Arts (Specialization)**   Fall 2024
- Dawson College – **Interactive Media Arts**   May 2020

Hard Skills:

- Game Design and Development
- Web Design and Development
- UX/UI Design
- 3D Modelling
- Character Design

Soft Skills:

- Unconventional
- Serendipitous
- Observant
- Empathetic
- Generalist

Activities and Interests:

- Main Live-Service Game Played: Destiny 2 (FPS)
- Games of interest:
    - o Killer 7 (TPS Rail Shooter)
    - o Ultrakill (FPS movement)
    - o Synthetik (Roguelike)