



JHONY WAKIM

Developer & Game Designer

Full Stack Engineer and Game Designer with a passion for building immersive digital experiences. Proven track record in orchestrating projects from concept to launch, combining technical expertise with strong leadership skills. adept at bridging the gap between complex backend logic and intuitive user design.



Work Experience

Internship - Noorderpoort EdTech Lab, Feb - July 2026

- Designing and developing a VR showcase to show the capabilities of VR in education.

Feb - July 2025

As an **educational technology developer**.

- Designed and deployed interactive educational tools used by students and staff, improving engagement and classroom interaction.
- Conducted user analysis to optimise software usability for non-technical staff.



Education

Bachelor of Science - Creative Media and Game Technologies.

Hanze University of Applied Sciences Groningen, (2022-2026)

RAK Academy, Khuzam, Ras Al Khaimah. (2016-2022)

- **International Baccalaureate (IB)** (2020-2022)
- **The International General Certificate of Secondary Education (IGCSE)** 2018-2019)

Extracurricular

- **Hanze Ambassador** Aug 2024 - present

Helping and guiding new international students at my university is what makes me an ambassador. Connecting and supporting new students while representing Hanze.

- **Chairperson of NextWave Youth** Feb 2024 - present

Christian Youth Community is dedicated to helping guide young Christians with their life journey and to connecting them to other Christians.



+31 639504699



johnnywakim17@gmail.com



www.wakim17.nl

TECHNICAL SKILLS

Core Stack

C#, C++, Python,

HTML/CSS/JavaScript and React

Audio

Adobe Audition and Audacity

Gaming Engines

Unity, Unreal Engine, XR

applications and game design principles.

Design Software

Figma, Adobe Creative software,

Canva and Aseprite

Miscellaneous

Microsoft Office, Git, Google

Drive, Miro, Hitfilm Express,

Trello and Notion

Languages

- Arabic Native
- English Native
- Dutch Learning