

Game Developer

Maher Dakdouk



Skills

Game Development: blueprinting, logic coding, level building, UI

Programs: Unreal Engine, Unity, Visual Studio

Programming: C#, C++, JavaScript

Frameworks/Libraries: .NET, Boost, jQuery

Web: HTML, CSS

Database: T-SQL, code-first entity model

Dev Team: Agile/Scrum, Azure DevOps

Soft Skills: Communication, reliability, punctuality, honesty, attentiveness, efficiency

Skills Highlight

Unreal Engine

Given a pong game project skeleton with preexisting assets, I added the necessary game logic using C++ and blueprinting. I also added UI elements to display the game score and a startup menu. The game is now fully functional.

Unity

Built a 3D game level with preexisting assets. Worked with materials, scripting, particle systems, movement, and more.

ASP.NET MVC, code-first entity framework

Worked on an existing code base as part of an Agile/Scrum development team (more details under "Software Developer Intern").

C# object-oriented programming

Developed the Twenty-One card game in the form of a C# console application. Made use of a variety of programming concepts and fundamentals including polymorphism and overloading.

C++

Created a basic calculator in the form of C++ console application. Functionality was implemented using C++ classes, while loop, and switch statement.

Professional Experience

September 2022

Software Developer Intern *Prosper IT Consulting*

I worked on a development team during a 2-week sprint and attended the following essential meetings – sprint planning, daily stand-ups, and sprint retrospective. I created one of the web application's entity data models and further developed this model. Some of my tasks included adding CRUD functionality, styling the views, and adding features such as pagination and page search.

October 2021 – May 2022

Consultation Agent *Geek Squad*

I worked with clients by appointment to troubleshoot and resolve problems they had with their consumer electronics – most often computers, laptops, smartphones. I also checked the functionality and quality of eligible products that consumers returned to make sure they could be resold.

Education

C# and .NET, Unity and Unreal Engine

The Tech Academy

June 2022 – December 2022

B.S. Biochemistry

The University of Toledo

August 2015 – December 2019

Areas of Interest

Level building/design

Programming game logic

Game Art

Contact

1306 Maple Grove Rd

Apt 109

Duluth, MN 55811

(330) 777 - 9519

mdakdouk2015@outlook.com

linkedin.com/in/mdakdouk