Tareq Malkawi

 TareqMalkawi / in TareqMalkawi / 🌐 tareqgamedev.com / ✉ tareqmalkawi17@gmail.com

SUMMARY

As a computer engineering graduate, I am proficient in programming and am deeply invested in game development. My expertise lies in programming languages like C++ and C#, and I've honed my skills by making games using Unity3D and Unreal Engine.

EXPERIENCE

Tahaluf Al Emarat Technical Solutions | AI Trainee

Data science, and machine learning.   Aug 2023 – Jan 2024

- Learned the fundamentals of Linear algebra and probability theories.
- Acquired proficiency in Python programming language, OOP, NumPy, and Pandas libraries.
- Explored Data visualization tools such as Matplotlib, and Seaborn.
- Mastered the fundamentals of Machine learning using sklearn.
- Participated in various competitions on the Kaggle platform as a member of multiple teams consisting of 5+ trainees.

EDUCATION

Jordan University of Science and Technology, Irbid, Jordan

Bachelor of Computer Engineering   Sep 2018 – Jan 2024

PROJECTS

Third-person shooter (Unreal Engine 5 and C++)

Design, programming, and prototyping.   Mar 2023 - August 2023

- Developed an advanced locomotion system.
- Created an inventory and advanced weapons system.
- Designed and implemented an AI system using behavior trees.

Adventure of Life (2D platformer game) (Unity3D and C#)   May 2020 - March 2022

Art, Design, and programming.

- Worked on the game's design, levels, characters, and UI.
- Implemented different gameplay mechanics, robust AI system, and status system.
- Managed Ad monetization and in-app purchases.

SKILLS

Programming Languages:	C/C++, C#, Python, JavaScript, CSS, and HTML.
Game Engines and Software:	Unreal Engine, Unity3D, Visual Studio, Git and GitHub.
Art and Design:	Adobe Illustrator, Photoshop, Premiere, Blender, and Audacity.
Soft Skills:	Communication, Teamwork, and Problem-solving.

CERTIFICATES

EF SET Certificate

English Test (C2 Proficient)   Feb 2023

LANGUAGES

- Arabic (Native)

- English (Fluent)