

ABDERRAHIM JAMI

COMPUTER GAME APPLICATIONS DEVELOPER

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ABOUT ME

I'm a C++ programmer with academic experience on various game related programming topics (graphics, AI, gameplay mechanics), I'm currently looking for an internship or a graduate/junior position to further strengthen my skills and be part of team of likeminded people to make professional games. During my years at Abertay University where I studied Computer Games Applications Development I was able to develop interpersonal skills and learn what it means to be a computer games developer. I participated in global game jams and carried out professional group projects commissioned by clients as part of my third-year coursework main project.

SKILLS

Technical:



4+ years of experience



2 years of experience



1 year of experience



2 years of experience



1 year of experience

Microsoft
DirectX11

1 year of experience

Main Coding Language



Be sure to check out my website portfolio to have a look at the projects I gained this experience from

Languages:

- Italian - Native
- English - Advanced

PROJECTS

Data Pipeline Optimization for Deep Learning applications in Game development
(Hons. Project)

Streamlined and Optimized the Data collection from training and testing sets in a Deep Learning environment, specifically Computer Vision. This project allowed me to familiarize for the first time with the Python language and learn how it can be used to allow for image processing through different Python libraries. Furthermore, it gave me the chance to reverse engineer a moderately sized piece of C++ Software to be used in conjunction with the python scripts in the pipeline.

Scrandemonium – Mobile Game (Android)

(Team Project: 5 people)

3D mobile game made in Unity commissioned by Zero Waste Scotland, a company that focuses on sensitising people on recycling. It is a sorting game where the player has to throw objects (mostly food) into the appropriate containers while avoiding certain obstacles before the time is up. Inspirations are games such as: Paper Toss, Olympic Basketball, and better toss 3D. I covered the role of the sole programmer and was responsible for creating the main game logic and AI for the obstacles.

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Website

The portfolio website was made by me after learning enough HTML/CSS/JavaScript. It gave me the chance to explore other areas of programming outside the gaming sphere and see how websites are made from the ground up. Furthermore I also was able to get a little bit of experience in web design and typography and of course scripting languages like CSS and JavaScript.

EDUCATION

Abertay University (2017/2021)

BSc (Hons) Computer Game Applications Development (June 2021)

Grade: Second class upper level obtained in June 2021

WORK EXPERIENCE

RELEVANT

Localization Designer (Full Time) – Outplay Entertainment (September 2019)

- Responsible for translation and localization of 2 Mobile Puzzle Games in Italian

OTHER

WHSmith Sales Assistant (Part Time) (November 2021-Present)

British Red Cross - Volunteer Sales Assistant (2017/2021)

HOBBIES

I like to play videogames (duh..) but I'm also an avid movies and TV shows watcher (I really like watching movies at the cinema). I'm still attempting to learn how to play electric guitar, self-taught (been doing it for 3 years now) but I'd like to get a proper teacher someday, I wouldn't mind learning piano and drums too. I like to play table tennis and I'm currently in the process of learning my third language, Arabic.