

### Professional Summary

Computer Engineering student with experience in full-stack development, game AI, and interactive system design. Skilled in modern web technologies (React, TypeScript, NextJS) and game development using Unity and C#. Strong problem-solving abilities with hands-on experience in event-driven architectures and AI behaviors. Open to internships in software engineering, AI, or game development.

### Education

- **Engineering (3rd Year)** – ISGA, Fes  
Major: Computer Engineering
- **Bachelor's Degree** – Université Internationale de Rabat  
Major: Computer Engineering

### Skills & Abilities

- Programming Languages: Python, C#, TypeScript...
- Web Development: Nextjs, React
- Game Development: Unity, AI integration
- Databases: MySQL, PostgreSQL
- Software & Tools: Git, VS Code, Visual Studio
- Analytical & Problem-Solving Skills
- Team Collaboration & Communication
- Operating Systems (Windows, Linux)
- Workflow tools (Docker, Kafka, Figma, Jira)

### Projects / Experience

- **Cinema Ticket Reservation System** : Built a full-stack cinema platform supporting real-time ticketing with Kafka-based event streaming. Implemented seat reservation logic, user authentication, responsive UI, and scalable microservice communication.
  - **Skills:** React.js · TypeScript · Laravel · kafka · PHP · Docker Products · Tailwind CSS · SQLite · Full-Stack Development
- **The pac man game** : Developed AI behaviors recreating iconic ghost personalities using pathfinding, logic trees, and state transitions. Implemented chase/scatter modes and grid-based navigation.
  - **Skills:** Unity · Git · C# · Game AI · Game Mechanics · 2d games
- **The Maze** : Designed and developed a 3D horror experience with dynamic lighting, sound-driven triggers, and puzzle-based progression. Led gameplay programming, level design, UI, effects, and project planning.
  - **Skills:** Level Design · Unity · 3D · ui · Git · C# · Adobe Illustrator · game mechanics · Game Programming · Gameplay · Video Game Design · Game Design · Sound Effects · Particle Effects · Project Management · Project Planning

### Languages

- **Arabic** — Native proficiency
- **French** — Professional working proficiency
- **English** — Professional & conversational proficiency