

ALI EL SALEH

Education

Ultimo, NSW

[The Academy of Interactive Entertainment](http://TheAcademyofInteractiveEntertainment.com)

Feb 2018 – Dec 2018

- **Certificate:** Diploma of Digital and Interactive Games (Programming)
- **Programming Coursework:** Code Design & Data Structures, AI for Games, Cross-platform dev, Production-Planning, Production

Software Projects (Personal)

Personal Website: alielsaleh.com (for additional information and projects)

Cipher Encryptor (available at alielsaleh.com for download)

- Developed a WinForms application using C# that allows users to encrypt their message using a cipher method.
- Implemented 3 cipher methods: Caesar Shift, ROT1 and Transposition.
- Implemented error checks when a file is not valid and when the program cannot encrypt.
- Implemented the drag n' drop feature for dragging a valid file into the program.
- Created formulas for each of the cipher methods: Caesar Shift, ROT1 and Transposition.
- Designed the Cipher Encryptor UI.
- Utilised: C#, .NET Framework, WinForms, Visual Studio

Game Projects

Coin Collector Simulator (available at alielsaleh.com for play)

- Created a Cross-platform game using the Unity engine in 2 weeks.
- Programmed all the game mechanics.
- Created and Animated the robot character in Blender.
- Optimised the game for play on Android, Xbox and HTML5 (WebGL).
- Built the game to the Xbox and Android platform.
- Utilised: Unity, C#, Visual Studio, UWP, WebGL, Blender, Android SDK, Xbox Dev Kit

5329 Goblins (available at github.com/TeamAJACKS/5329-Goblins for download)

- A production project with a team of 5 people (3 Artists, 1 Designer and 1 Programmer(me)), created a game for the final assessment of Year 1 in 6 weeks using Unreal Engine and C++.
- Programmed all the gameplay mechanics and UI Logic using Unreal's API in C++.
- Designed the first level and the boss level using the Unreal Editor.
- Integrated GitHub with the project for source control.
- Developed the AI for all enemy types in the game.
- Implemented a Behaviour Tree logic for all goblins.
- Utilised: Unreal Engine, C++, Visual Studio, GitHub (for source control).

Skills

- **Software:** (proficient) C++, C#, Git, Unreal API (familiar): HTML/CSS, .NET, Bash