

MAYTHAM ONAISSI

LEBANON | 21/05/2000



MY CONTACTS

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SUMMARY

I am eager to develop my skills and gain the experience I need to reach my full potential. As an IT major, I believe that working in the field will help me to better understand the concepts of the work market and how to apply my knowledge in a practical setting. I am also an aspiring software developer who is currently learning web development and would like to learn more about video game development in the future.



EDUCATION

Bachelor of Information Technology | Arab Open University - Kuwait

2018 – 2023

Graduation: January 2023

GPA : 3.21

High School | AL-Wataniya School

2006 – 2018

90.09%



PERSONAL SKILLS

- Ability to work with a team or on own initiative.
- Excellent writing and verbal communication skills.
- Experience with Microsoft Office.
- Native Arabic speaker.
- Fluent in English.
- Highly organized and efficient.



PROGRAMMING SKILLS

- .Net
- MVC
- Entity Framework
- Postgres
- SQLite
- Web Development.
- ReactJS.
- Redux
- React router.
- MongoDB.
- npm.
- Yarn.
- expressJS.
- JQuery.
- Bootstrap 5.
- git/git hub.
- REST API
- NextJs
- Unity Engine.



PROGRAMMING LANGUAGES

- C#
- NodeJS
- JavaScript/TypeScript.
- HTML.
- CSS.
- SQL.
- NoSQL.
- java.



ACTIVITIES

• Programming Contests

- Kuwait Collegiate Programming Contest (KCPC) 2019, held in Kuwait.
- KCPC 2020, held in Kuwait.
- KCPC 2021, held in Kuwait.
- ICPC 2021, held virtually.

• Training Courses

○ .Net – Ongoing

Participated in an .Net course provided by Udemy, it covers .Net, React, MVC, Entity framework, SQLite, and Postgres.

○ ReactJS

Participated in a React JS course hosted by Udemy, it covers React, Redux, React routing, next.js, and Typescript.

○ Web Development

Participated in a Web development course. It contained tutorials concerning React, HTML, CSS, JS, node.js, MongoDB, git/git hub, Bootstrap, and JQuery.

- Unity Engine

Participated in a course hosted by KFAS/CODED, it focused on gaming development using Unity Engine.

- **Graduation Project**

Dagger of the Sands is a 2D video game made using Unity Engine. It follows the tale of a young boy seeking revenge for the wrongdoing of the antagonist. Along the journey the protagonist acquires different artifacts to aid his quest. The aim of this project is to provide an experience set in the Arab world, with multiple enemies, bosses, and obtainable artifacts and abilities, with an intriguing story of what wrongdoings can do to others and how it can affect their lives.

Throughout the game, the player controls the protagonist by moving him left or right, attacking, healing, checking his current location, acquiring, and using different abilities, and sticking to a wall to climb it or slide off it. The main achievement is for the protagonist to take revenge by slaying the final two bosses which in return wraps the story of Dagger of the Sands.