

# Nebez Kassem

## Front End Developer

### EXPERIENCE

#### Telavox, Malmö — Junior Software Developer

2019 - 2020

Had the opportunity to work with JSP and Java and MySQL. I also worked a bit as dev-ops with product deployment duties.

#### Sigma, Malmö — *Consultant*

2017 - 2019

Worked several roles during my time at Sigma, including: Test Specialist, Test Lead, UX Designer, UX Lead, and Software Developer.

#### Ubisoft Massive, Malmö — *Junior Game Tester*

2015Nä

Did manual testing on the video game Tom Clancy's The Division. I got extensive experience with writing bug reports and using JIRA.

#### VHM EF, Malmö — *Level Designer/Technical Artist*

2011 - 2013

At VHM we recreated the city of Malmö circa 1692 in CryEngine. I placed the models, designed the lighting and terrain in the engine.

### EDUCATION

#### AW Academy, Online — *Online Coding Bootcamp*

2020

A 10 week intensive course with front end development and technologies, eg. JavaScript, TypeScript, React, AWS, Firebase, etc. The course had a very strong emphasis on hands-on learning.

#### Luleå Technical University, Skellefteå — *Bachelor's Degree*

2005 - 2009

Here I studied 3D, design, and illustration. This was a very broad programme in art and design for video games and film. The course had a strong focus on independent work.

### OTHER

#### MEGA, Malmö — *Webmaster*

I have designed and maintained the website for the non-profit MEGA, an organisation for the promotion of video game culture in Malmö.

#### Headstomper, Malmö — *Organizer and Stream Technician*

Headstomper is an esports tournament in fighting games. I am one of the organizers there and my main task has been live-streaming the event.



### SUMMARY

Front end developer with an extensive background in UX, visual design, and testing; With a passion for new technologies and development.

### SKILLS

**HTML, CSS, Less, SCSS, JavaScript, TypeScript, Nodejs, Git, SQL, Github, Firebase, AWS, Linux, Nginx, Adobe Suite, Krita, Blender, VS Code, JIRA, Design, UX, Illustration**

### LANGUAGES

**English;** Fluent spoken and written

**Swedish;** Fluent spoken and written

### CONTACT

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## ABOUT ME

As a person I'm passionate, always honest and always willing to learn. My greatest goal in life is to learn new things and in that way, develop as a person. I always try to see things from new perspectives and I find joy in finding creative solutions to problems. Define a goal for me and I will work independently to get there.

My friends and colleagues describe me as intelligent, honest and competent and I believe I live up to that image if given the chance.

What motivates me is seeing results quickly. Nothing is as motivating as watching a project progressing with milestones with clear results. I prefer that in larger projects, there are shorter milestones with clearly defined goals. Working in groups and projects is preferable.

## HOBBIES AND FREE TIME

The cultural medium I devote the best part of my free time to are video and computer games. I play games not only because I think they are fun, but also because I think they are interesting.

This is an interest me and my girlfriend are very passionate about, so we spend a lot of time cultivating our mutual love and interest for the medium.

My interest in interactive media doesn't exclude a more broad interest in culture. I like to watch and study film and I read books, and I believe media-literacy is very important to learn and to promote. I have a very deep interest in science and history as well.

In the past decade or so I have been active in the non-profit association MEGA (formerly Terebi Ge-mu) in Malmö. MEGA is an association that works to promote video games as culture.

My other hobbies are drawing and painting, because I feel it is important to be creative and I also write fiction, mainly world creation and settings. I also play a little bass-guitar as another creative outlet.

I occasionally live-stream my endeavours in digital painting and illustration.