Nebez Kassem
Front End Developer

EXPERIENCE

Telavox, Malmö — Junior Software Developer

2019, Nov - 2020, Mar

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, Mar - 2019, Jun

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*

2015, Jan - Dec

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, Sep - Nov

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, Aug - 2009, May

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, React,** 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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(Contact me for further info)

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 that I can live up to that image if given the chance.

What motivates me as a person is seeing results quickly. Nothing is as motivating as watching a project progressing with clear results. I prefer that in larger projects, there are shorter milestones with clearly defined goals. My preferred way of working is on projects and in smaller teams.

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. Besides that, I also have a very deep interest in science and history.

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, writing fiction, and playing a little bit of bass-guitar because I feel it is important to have a variety of creative outlets.

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