

TAREK EL JARAB

Unreal Engine 5 Developer · Gameplay Programmer

Toronto, ON · T2027jk@gmail.com · +1 (514) 781-1027

[linkedin.com/in/tarek-jarab](https://www.linkedin.com/in/tarek-jarab) · github.com/Tcroco27 · tcroco27.itch.io · [Portfolio](#)

SUMMARY

Unreal Engine 5 developer with eight published titles across Itch.io and Game Jolt and hands-on experience leading student production teams of up to five through full development cycles. Comfortable in Blueprints, C++, and modern Git workflows. Recent York University graduate (Special Honors, Digital Media Game Development) seeking a junior gameplay, technical-design, or Unreal generalist role at a Canadian studio.

SELECTED PROJECTS

Cattleman's Crossing · Lead Developer (6-person team) · Unreal Engine 5 · [itch.io](https://tcroco27.itch.io) · Released April 2026

- Year-long York University capstone shipped publicly on Itch.io and presented at the Level Up Showcase 2026 — Toronto's flagship student game festival.
- Built core gameplay systems and Blueprint logic, coordinated weekly milestones across design, art, and audio, and owned final integration and release.
- Managed Git source control across the team, resolving merge conflicts and maintaining branch hygiene.

HorrorHugger · Lead Developer (5-person team) · Unreal Engine 5 · [Game Jolt](https://gamejolt.com/games/horrorhugger)

- Led production of a story-driven maze game over a single semester — sprint planning, code review, integration, and ship.
- Designed and implemented the signature “hug & shove” combat mechanic and a series of hand-built mazes.

Grave Runner · Gameplay Programmer (team project) · Unreal Engine 5 · [itch.io](https://tcroco27.itch.io)

- Shipped two genre variants (Boss Rush “Diggers” and Boss Run “Runners”) of a single core game in a one-month dev cycle; built variant-specific gameplay loops.

Walks on Your Skin: Prologue · Solo Developer · Unreal Engine 5 · [itch.io](https://tcroco27.itch.io)

- Solo first-person narrative experience built for DATT 3300; player controller, narrative triggers, and ambient audio system.

Earlier Solo Titles · *Bugzy Ninja* (Unity / C#) · *Choppers Rampage* (Bitsy) · full catalogue: tcroco27.itch.io

TECHNICAL SKILLS

Engines: Unreal Engine 5 (Blueprints + C++), Unity (C#), Bitsy

Programming: C++, C#, Java, JavaScript, HTML / CSS

Tools & Workflow: Git / GitHub, Visual Studio, VS Code, Eclipse, Blender (basic), Maya (learning)

Methods: Object-oriented programming, gameplay-systems design, agile sprint planning, source-control workflows, procedural content, performance profiling

Soft skills: Team leadership, sprint planning, cross-discipline communication, technical support, conflict resolution

EXPERIENCE

Community Assistant · The Quad at York · Toronto, ON

Jun 2024 – Jul 2025

- Resolved residence incidents and de-escalated conflicts independently using documented protocols.
- Planned and ran community events end-to-end alongside student leaders — logistics, scheduling, and on-the-night ops.

IT Project Intern · Transmed · Dubai, UAE

Jul 2023 – Aug 2023

- Studied enterprise IT topology and supported internal IT requests via ManageEngine ServiceDesk Plus; documented Kissflow workflow processes and shadowed an end-to-end ERP sales / purchase-order cycle.

EDUCATION

Bachelor of Arts, Special Honors — Digital Media Game Development

2022 – 2026

York University (Keele Campus), Toronto, ON

- Capstone: Cattleman's Crossing — released on Itch.io, presented at the Level Up Showcase 2026.
- C4 Capstone Classroom (June 2025): 6-credit, 3-week interdisciplinary intensive — designed an industry-sponsored solution to homelessness in Toronto and pitched to partner companies.

AWARDS & CERTIFICATIONS

- **Unreal Engine Specialization, Epic Games / Coursera** · 8-course program completed Sep 2025.
- **Level Up Showcase 2026** · Lead developer for *Cattleman's Crossing* · Toronto, April 2026.
- **B.E.S.T. Startup Award 2023 — 3rd Place** · York University · app-controlled robotic-arm prototype.
- **Languages** · English (fluent), Arabic (fluent) · Active in the York University Game Development Club since Sep 2022.