Mohammad Labak

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[LinkedIn](#) | [GitHub](#) | [My Website](#)

SUMMARY

Computer Science student with experience in Unreal Engine 5 and UEFN. Created a custom movement pack for Unreal Engine for others to use and developed interactive UEFN maps posted on Fortnite. Experienced in prototyping and improving gameplay systems, with knowledge of using Verse for gameplay scripting. Focused on building engaging game experiences and solving technical challenges in development.

SKILLS

Programming Languages: C++, Verse, C, Java, JavaScript, Python, HTML, CSS
Tools: Git, GitHub, Linux, Docker, MySQL, SQL
Software: Unreal Engine 5, Visual Studio Code, Visual Studio

PROJECTS

[View my Technical Projects](#)

UEFN Map Creation   **Dec 2023 - Present**
- Designed and developed interactive maps using UEFN for a variety of game genres
- Utilized Verse for scripting gameplay elements and enhancing map functionality
- Technologies: Unreal Engine, UEFN, Verse

Orora Invoice Generator   **Jan 2025**
- Created a web app to generate invoices from CSV data, reducing processing time by 95%
- Technologies: **Python, Flask, HTML, CSS, JavaScript**

Unreal Engine 5 Movement Pack   **Nov 2023**
- Developed a custom movement system in Unreal Engine 5 for character control
- Implemented basic gameplay mechanics, such as jumping, sprinting, and crouching
- Technologies: Unreal Engine 5, Blueprint Scripting

WORK EXPERIENCE

Teaching Assistant   **Sep 2024-Present**
University of Windsor, Windsor, Ontario
- Reinforce programming concepts and algorithms to undergraduate students
- Mark assignments and provide feedback to students to revamp their understanding of course materials
- Guide students with questions regarding programming concepts, improving ability in communication and mentoring skills

EDUCATION

Bachelor of Computer Science, Honours Computer Science Co-op   **Sep 2023-Present**
University of Windsor, Windsor, Ontario
- *GPA: 83%*
- Dean's list

Relevant course work: Database Management Systems, Object-Oriented Programming using Java, Data Structures and Algorithms, Computer Architecture II

CERTIFICATES & TECHNICAL TRAINING

Career Essentials in Generative AI (Microsoft, LinkedIn)   **Dec 2024**
Career Essentials in Software Development (Microsoft, LinkedIn)   **Nov 2024**
Programming Foundations: Beyond the Fundamentals (Microsoft)   **Nov 2024**