




TAREQ AGHANNOU

JUNIOR WEB DEVELOPER

CONTACT

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SUMMARY

From Belgium, graduated in graphic design and have three years of experience as a general artist working on models, rigs, animations, and video editing.

Currently reorienting to junior web development, focusing on front-end and back-end technologies.

SKILLS

HTML/CSS
JavaScript / TypeScript
React / NextJS
Node.js
Express.js
API / REST (basics)
Databases (basics)
Adobe Collection
Character Modeling / Animation
Autodesk Maya
Pixologic Zbrush

EDUCATION

Haute-École Albert Jacquard (HEAJ)
Bachelor in Graphic Design
Computer Games Development
Computer Graphics

LANGUAGES

French - Native
English - Fluent
Moroccan - Fluent
Dutch - Conversational
Japanese - Conversational

PROFESSIONAL EXPERIENCE

BECODE (SEPTEMBER 2024 - PRESENT) - *Belgium*
Junior Web Developer Trainer

TODO LIST - REACT

- learn the React framework along with the functionality of local storage

THE KITSCHEN - API, JAVASCRIPT

- understand asynchronous functions by using them to fetch data from a recipe API

A+ STUDIO - SCSS, JAVASCRIPT

- project with the goal of learning SCSS and external libraires such as Swiper and AOS

TIC-TAC-TOE Z - JAVASCRIPT

- get familiar with DOM and event listeners using Javascript

FRONT-END - HTML, CSS, SCSS, REACT

BACK-END - JAVASCRIPT, MYSQL, POSTGRESQL, MARIADB, REST API

MINDFORCE GAME LAB (MAY 2022 - JUNE 2023) - *Sweden*
3D Artist

FIG: A PLAYTIENT JOURNEY - ANDROID, IOS

- create and implement 2D/3D assets, character animations, and marketing renders using Unity and Marmoset Toolbag 4

WALKING THE DOG (JUNE 2021 - SEPTEMBER 2021) - *Belgium*
3D Rigging Artist

RICHARD THE STORK 2 - 3D ANIMATION MOVIE

- rig multiple props for animation production

FROSTYFROGGS (OCTOBER 2020 - APRIL 2021) - *Belgium*
Freelance Character Artist

TIGER RUN 3D - ANDROID, IOS

- stylized character creation, animations, implementation in game engine

ABSTRACTION (OCTOBER 2017 - MAY 2020) - *The Netherlands*
Junior Artist

SOCCER KIDS: FOOTBALL GAME PROTOTYPE - PC

- character creation, animations, implementation in game engine

LOST IN SPACE: STRATEGY GAME PROTOTYPE - PC

- build concept videos, create models rigs and animations

8-BIT ANTHOLOGY - PS4, XBOX ONE

- build concept videos, create physical game cover

SHADOWGATE - PS4

- create UI controller icons, create commercial video trailers

TOTALLY RELIABLE DELIVERY SERVICE - PS4, XBOX ONE

- create UI controllers icons and layout

428: SHIBUYA SCRAMBLE - PS4

SNK HEROINES: TAG TEAM FRENZY - PC

- edit in-game pictures, create controller UI

ABSTRACTION (FEBRUARY 2017 - AUGUST 2017) - *The Netherlands*
Artist Intern

CITADEL: FORGED WITH FIRE - PC

ARK: SURVIVAL EVOLVED - ABERRATION EXTENSION - PC

- creatures animations and implementation in game engine