TAREQ AGHANNOU

JUNIOR WEB DEVELOPER

CONTACT

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SUMMARY

From Belgium, graduated in graphic design and have five 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
React Native
Node.js
Express.js
API / REST (basics)
Databases (basics)
Adobe Collection
Character Modeling / Animation
Autodesk Maya

EDUCATION

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

LANGUAGES

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

PROFESSIONAL EXPERIENCE

PERSONAL PROJECTS (2025) - 🇧🇪
Web Developer

SOL DE LUNA - REACT NATIVE, ANDROID, IOS 🔗
- *privacy friendly trip planner made in react native and javascript*

YAME DAME - REACT, TYPESCRIPT 🌐
- *curated list of Japanese learning resources made with react typescript*

BECODE (SEPTEMBER 2024 - MARCH 2025) - 🇧🇪
Junior Web Developer Trainer

TODO LIST - REACT 🌐 · *learn the React framework and local storage*
THE KITSCHEN - API, JAVASCRIPT 🌐 · *understand asynchronous functions and API*
A+ STUDIO - SCSS, JAVASCRIPT 🌐 · *learning SCSS and external libraires*
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) - 🇸🇪
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) - 🇧🇪
3D Rigging Artist

RICHARD THE STORK 2 - 3D ANIMATION MOVIE ▶
- *rig multiple props for animation production*

FROSTYFROGGS (OCTOBER 2020 - APRIL 2021) - 🇧🇪
Freelance Character Artist

TIGER RUN 3D - ANDROID, IOS 🌐
- *stylized character creation, animations, implementation in game engine*

ABSTRACTION (OCTOBER 2017 - MAY 2020) - 🇳🇱
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*

CITADEL: FORGED WITH FIRE - PC ▶

ARK: SURVIVAL EVOLVED - ABERRATION EXTENSION - PC ▶
- *creatures animations and implementation in game engine*