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Oualid Fauzi

Retail sales professional · game development, AI and 3D printing

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By day I advise customers at Telekom in Bonn; in the evenings and on weekends I build things: board and card games as browser games with their own servers, 3D web apps and, right now, my first big game in Unreal Engine. My pattern: I read up on new topics quickly and then dig in until something finished comes out of it.

EXPERIENCE

Jan 2022 – present

Retail Sales Professional (Kaufmann im Einzelhandel)

Telekom · Bonn

- Customer advice and sales of telecommunications products
- Delivering first-class customer service and resolving customer issues
- Taking part in stocktaking and monitoring sales targets
- Training on the latest telecommunications technologies
- Inventory and stock management in a retail environment

EDUCATION

Sep 2019 – Jan 2022

Apprenticeship: Retail Sales Professional

Telekom · Bonn

- Solid knowledge of merchandising and inventory management
- Experience in cash handling and register reconciliation
- Teamwork and collaboration in a retail environment
- Customer care and retention through individual advice
- Good communication skills and a service-oriented approach

Aug 2021 – Nov 2022

Member of the Apprentices' Council

Telekom · Bonn

- Organised team events and team-building activities
- Held feedback meetings with apprentices
- Took part in HR meetings and committee sessions
- Helped improve training processes
- Training on visualisation and presentation skills

2017 – 2019

Studies in Applied Economics

University of Bonn · Bonn

2013 – 2017

Abitur (university entrance qualification)

Tannenbusch-Gymnasium · Bonn

PROJECTS

Last Arrow

First-person castle defence game, Unreal Engine 5.8 (C++), 165 automated tests. In development.

Browser games

Liar's Dice, Monopoly, Uno No Mercy, Poker, Munchkin, Wizard and more: multiplayer in the browser with Node.js, Socket.IO and partly Three.js, each in its own Docker container on a Raspberry Pi.

iPhone comparison

Every iPhone since 2007, true to scale in 3D.

Monitoring Shop

Sales monitoring for the team with real-time chat (React, TypeScript, SQLite).

Grav Charge Holster

My own 3D-printable model, published on MakerWorld.

TECH

C++ · Unreal Engine 5

JavaScript · Node.js · Three.js

React · TypeScript

Docker · nginx · Caddy · Raspberry Pi

3D printing · Bambu Lab H2S

STRENGTHS

Analytical thinking

Problem-oriented thinking

Leadership

Communication

LANGUAGES

German native

English advanced

INTERESTS

Game development, AI, 3D printing, cosplay, tinkering, board games