

■ Resume – Arnika Tavakoli ■

■ **Name:** Arnika Tavakoli

■ **Age:** 8 years old

■ **Location:** —

■ **Programming Skills:**

- Programming Language: Scratch
- Designing interactive and creative games
- Building fun and educational applications

■ **Projects and Creations:**

- Painting Album – A program to display and save drawings
- Dictionary – A small interactive dictionary
- Calculator – A simple calculator application
- Soccer Game – A fun football game with ball control and scoring
- Maze Game – Guiding a character through a twisting path
- Brick Breaker – Breaking bricks with a bouncing ball
- Flying Cat Game – A cat that jumps and flies to earn points
- ...and other creative projects

■ **Achievements:**

- Learned and built games independently and creatively
- Passionate about developing programming skills at a young age

■ **Interests:**

- Creating new and challenging games
- Learning advanced Scratch techniques
- Getting inspiration from games for new ideas

■ *"I love to create my own world with code and bring my ideas to life."* ■