ABDULRAHMAN ABU SAADA

GAME DEVELOPER

CONTACT

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EDUCATION

2023 - 2027
University of the People
- Bachelor of Computer Science

SKILLS

- Expertise in Unity Game Development
- Proficient in C# Language
- Skilled in Troubleshooting and Testing
- Proficient in Debugging
- Strong Critical Thinking Abilities
- Proficient in Creating Game Prototypes
- Collaborative Teamwork Skills

LANGUAGES

- Arabic (Native)
- English(Fluent)

PROFILE

Experienced game developer with a strong background in game development, proficient in multiple programming languages, and adept at creating immersive gameplay experiences. Actively involved in game development communities, contributing to open-source projects, and staying updated on industry trends. Skilled in designing captivating worlds for indie and large-scale games, delivering high-quality gaming experiences.

WORK EXPERIENCE

Gamifier,Riyadh
Unity Developer

January 2024 — Present

- Maintained organization, automatization, and quality of code.
- Used debugging techniques to identify issues with computer code and resolve errors.
- Created prototypes of new designs and interaction patterns.
- Balanced and adjusted gameplay experiences to increase the critical and commercial success of the product.

Al Faisal University
Game Development Instructor at AUEP

June 2024 - August 2024

- Instructed students in Unity basics and fundamentals, focusing on game development principles.
- Provided guidance on Arduino fundamentals to enhance students' hardware programming skills.
- Supervised the collaborative creation of interactive projects merging Unity with Arduino.
- Mentored students in the innovative use of Unity and Arduino for project development.

6wrni Platform
Manager And Mentor

July 2020 — Present

- Managed Multiple Game Jams in 6wrni, fostering a collaborative and creative environment for aspiring game developers.
- Provided valuable support to numerous learners, offering guidance and solutions to their game programming challenges, enhancing their understanding and skills.
- Contributed to the development of course materials available on the platform, ensuring the quality and relevance of educational resources for learners in the game development community.

INTERNSHIPS

Gamifier,Riyadh   October 2023 — January 2024
Unity Developer

- Developed diverse, challenging game levels that enhance player immersion and experience, aligning with the overall game design vision.
- Transformed game design concepts into interactive playable levels to enhance the user experience.
- Maintained and troubleshot game performance and system issues to enhance performance.
- Debugged and tested game features to support quality assurance requirements.