

**Work Experience**

**UNIVERSITY OF BRITISH COLUMBIA - Lead Game & Network Developer**

*Vancouver, Canada / Jan. 2022 - Aug. 2022*

Responsible for concepting and developing Escape Communicator, a networked multiplayer escape room where players have constraints on their ability to communicate with each another. Implemented all Photon networked gameplay, game systems, UI, and puzzles that supports up to 5 players per session.

**HOLOLABS - Technical Artist & 3D Modeler**

*Vancouver, Canada / May. 2022 - July. 2022*

An AR game where players grow and nurture mystical creatures in player created biomes. Responsible for the game design, creature modeling, texturing, and shader development in Unity.

**SEMAPHORE - Game Development Generalist**

*Riyadh, Saudi Arabia / Jan. 2019 - Aug. 2021*

Used interdisciplinary skills to ship multiple interactive projects such as games, AR/VR experiences & non-gaming apps. Responsible for game/level design, blueprint scripting, lighting, simulation, QA testing, 3D modeling/texturing, and motion capture. Projects shipped include vMakkah, GTEL vExpo, Badiya Battle Royale, Badiya Desert Survival, and more projects related to Saudi Arabia's Vision 2030 initiative.

**UXBERT - Game Designer**

*Riyadh, Saudi Arabia / Sept. 2018 - Dec. 2019*

Shipped Start Up Rocket on the Google Play Store and App Store. Prototyped mobile game concepts using Unity and Buildbox 2D. Responsible for designing and pitching game concepts that included the creation of the art and game logic.

**VICARIOUS VISIONS - QA Lead Network Tester**

*New York, USA / Nov. 2017 - June. 2018*

Shipped Destiny 2's Warmind DLC by providing pre & post launch QA support. Hired as QA Tester on Strikes and Raids before being promoted to Lead Network Tester. Ensured that network and matchmaking stability was maintained across all platforms including Battle.net, Xbox Live, and Playstation Network.

**Skills**

Game Design  
Level Design  
Scripting Blueprint  
Scripting C#  
3D modeling

UV Mapping  
Model Texturing  
Material Creation  
Shader Development  
Game Lighting

## Featured Projects

### AL REKAZ

Single player action adventure game with puzzle solving and platforming elements. Maintained an interdisciplinary role within a team of 4 as a game/level designer, gameplay programmer, lighting, visual and audio FX.

### ARCHVIS HOME

Case study of lighting in Unreal Engine, experimenting with features such as RTX, modeling, materials, and shaders. The home has various interactions which enable players to explore different lighting scenarios.

### ESCAPE COMMUNICATOR

Photon-networked escape room allowing up to 5 players per session. Each player must overcome communication constraints and solve 3 complex puzzles in an abandoned space station in order to succeed.

### BADIYA BATTLE ROYALE

Battle royale shipped on Android and iOS devices, taking place in the desert landscape of 1920's Saudi Arabia. Maintained an interdisciplinary role as a game/level designer, creating all 13 locations on the map.

### VEXPO

A virtual exhibition made for mobile devices to enable creatives in Saudi Arabia. Modeled, optimized, and textured 34 exhibition booths. Populated each booth with user-generated content.

## Tools

Unreal Engine  
Unity  
Maya  
Blender  
Houdini  
Zbrush

Version Control (Perforce, Git)  
Rizom  
Gaea  
Substance Painter  
Marvelous Designer  
Adobe Creative Suite

## Education

**CENTRE FOR DIGITAL MEDIA** Vancouver, Canada

Master of Digital Media

Student Council Vice President, GPA: 4.2

**CHAMPLAIN COLLEGE** Vermont, USA

Bachelor of Science, Game Design

Deans List (2013 - 2017), GPA: 3.4

## Language

English & Arabic

## Interests

The entire history of Halo, game history & tech, memes, music, fitness, digital illustration, travel