

# ABD ALRHAMAN SHAQOUR

## GAME DEVELOPER

### CONTACT

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- Jordan, Amman

### LANGUAGES

English      Native

Arabic      Native

### EDUCATION

Bachelor's degree, Computer Science

Al-Hussein Bin Talal University

2018 - 2021

- Participated in several Unity workshops
- Led the development of the graduation project
- Completed various online courses, including **Harvard's CS50**
- Took a leadership role in organizing and managing campus events
- Gained practical experience in **game development, communication and leadership**

### PROFILE

Game developer with 3+ years of professional experience in Unity, including mobile, VR, multiplayer, and narrative-driven projects. Skilled in game design, optimization, networking, and project leadership. Experienced in collaborating with clients, leading teams, and delivering polished, engaging gameplay experiences. Passionate about creating innovative and inclusive games that blend technology, storytelling, and player immersion.

### WORK EXPERIENCE

#### Game Development Lead

BeeLabs | July 2024 - Present

- Directed Unity-based projects across mobile, VR, and multiplayer platforms.
- Managed client communication, documentation, and vision alignment.
- Led cross-functional teams delivering assets, animations, and mechanics.
- Designed narrative-driven games, balancing world-building and mechanics.
- Implemented Unity Netcode and API integrations for seamless multiplayer and data saving.

#### Game Developer

UBitc Group | Jun 2022 - July 2024

- Developed multiplayer projects using Photon Pun and Photon Fusion.
- Built immersive 3D environments and robust networking systems.
- Engineered a .NET/AWS game launcher for deployment and management.
- Key projects: LVCC, LivaatVerse, Al Jazeera Paints Virtual Experience.
- Mentored junior developers in Unity and multiplayer development.

#### Game Design/Development Intern

Chickmania Entertainment | Jun 2021 - Nov 2021

- Learned and applied game design and multiplayer fundamentals.
- Contributed concept art and gameplay prototypes.

#### Tournament Administrator

Riot Games | Oct 2019 - July 2024

- Managed esports tournaments, community engagement, and refereeing.
- Gained project management and leadership experience in competitive gaming.

### PROJECTS

#### Zeeko's World

BeeLabs

- Worked on: Game design | Character/enemy design | Level and puzzle design | Art requirements | Client collaboration
- Worked on: Game design | Mini-games | API integration | Online data saving

#### Jarabee3 World

BeeLabs

- Directed the development of a 3D endless runner inspired by Crash Bandicoot, designed to teach Arabic through interactive gameplay, music, and storytelling.
- Worked on: Project direction | Client communication | Game design | Narrative integration | Team coordination

## SOFT SKILLS:

- Communication
- Leadership
- Client Collaboration
- Adaptability
- Problem-Solving
- Time Management

## TECHNICAL SKILLS:

- Unity (2D/3D, VR, Multiplayer)
- C#
- Photon
- Netcode
- API Integration
- AWS/.NET
- Game Optimization
- Server Management
- Documentation

### Mirinda VR Cutting Game

BeeLabs

- Created a branded VR game inspired by Fruit Ninja for Mirinda, delivering a polished interactive experience.
- **Worked on: Full development | Game design | VR interaction design | Implementation | Polish**

### 2121

BeeLabs

- Multiplayer educational game designed to foster civic literacy and active citizenship among youth worldwide. Set in a future shaped by climate change and technological disruption, it challenges players to collaborate, compete, and explore solutions to urgent global issues.
- **Worked on: UI/UX updates | Code restructuring | Maintenance and optimization | Support for multi-language implementation (English, Arabic, French)**

### Lunaverse

BeeLabs

- Narrative puzzle-platformer, designed in close collaboration with client.
- **Worked on: Game design | Character/enemy design | Level and puzzle design | Art requirements | Client collaboration**

### Habed Multiplayer Trivia Game

BeeLabs

- Cross-platform trivia game published on iOS/Android.
- **Worked on: Debugging | UI/UX | Optimization | Publishing**

### NYU Abu Dhabi VR Project

BeeLabs

- VR educational experience enhancing learning engagement.
- **Worked on: Game design | Level design | Interaction design**

### LivaatVerse

UBitc Group

- Metaverse experience for education, tourism, and racing.
- **Worked on: Multiplayer systems | Level design | Optimization | UI/UX**

### LVCC

UBitc Group

- Digital conference platform with customizable avatars and interactive booths.
- **Worked on: Multiplayer booths | Speaker systems | API integration**

### JAZEERA PAINTS VIRTUAL EXPERIENCE

UBitc Group

- Virtual shopping experience with paint/texture previews.
- **Worked on: Gameplay | Shop system | UI/UX | API integration**

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## Time Shadow

Game Jam | 3rd Place, Game Zanga 12

- Puzzle-platformer about a mage who can change the rules of the world.
- **Worked on:** Game direction | Game design | Storytelling | Pixel art | 2D lighting

## Dawn Of Hope

Personal Project | Game Jam Submission

- Narrative-driven time-travel adventure about a girl experiencing war.
- **Worked on:** Game direction | Game design | Storytelling | Dialogue | Character design

## EX/O

Game Jam Submission

- Developed a hybrid 2D/3D platformer during a game jam, emphasizing immersive world-building and player experience.
- **Worked on:** Game design | World building | Level design | Gameplay feel