# Abdullah Abdelati

# **Unity Game Developer**

()

#### **Profile**

Enthusiastic Unity game developer with a passion for creating immersive gaming experiences. I bring over five months of experience working with Photon Quantum and two completed projects using the framework. Proficient in Unity and C#, I possess strong problem-solving skills and a proactive approach to learning new technologies. My experience includes game mechanics design, AI implementation, and collaboration with multidisciplinary teams. I am eager to contribute to innovative game projects and thrive in fast-paced development environments.

#### **Education**

### **Bachelor's of Software Engineering. Assiut University**

09/2017 - 07/2021

Egypt

# **Work Experience**

## Unity Developer (Part-Time), FunF Project | Remote | 07/2024 - Present

- Work on multiplayer functionality using Photon Quantum.
- Collaborate on the **FunF** project to design and implement Unity-based game systems.
- Develop and optimize gameplay mechanics, AI systems, and UI features.
- Ensure project quality through debugging, testing, and performance enhancements.
- Contribute to creating engaging and immersive gaming experiences.

### Freelance Unity Developer, Upwork

- Successfully completed various Unity projects for clients, focusing on game mechanics and optimization.
- Developed customized gameplay features tailored to client specifications.
- Delivered projects on time while maintaining high client satisfaction.
- Gained experience in remote communication, project management, and meeting deadlines in fast-paced environments.

### **Projects**

### Asteroids Game Using Photon Quantum 2

- Developed a multiplayer asteroid-shooting game with Photon Quantum.
- Implemented smooth synchronization of player movements and projectiles in a networked environment.
- Designed collision detection systems for asteroids and projectiles to ensure responsive gameplay.
- Created dynamic asteroid spawning and scaling mechanics for an engaging challenge curve.

# Simple Racing Game Using Photon Fusion ☑

- Ensured smooth replication of vehicle movement and physics between players in real time.
- Used Fusion's features to manage network lag and provide seamless gameplay.
- Created a basic matchmaking system for players to join and compete in races.

# **Upper Egypt Derby** ☑

Status: Under Development (Coming Soon to Google Play)

- Implemented AI navigation using a waypoint system.
- Designed and optimized character customization using JSON serialization.
- Modeled and animated all game assets (except horses) using Blender.

- Enhanced UI/UX design with Figma.
- Leveraged sprite atlas for performance optimization.

### Velocity Surge (Racing Game) ☑

- Developed AI car controllers using raycasting and waypoint systems.
- Utilized ScriptableObjects to manage car specifications and data.
- Applied the Observer pattern to decouple classes, enhancing maintainability.

## Fruit-Ninja 🛮

What had I learned?

- Mastered the use of Line Renderer and Unity's Interface concept.
- Employed Unity's event system for decoupling classes.

# **Skills**

#### **Technical Skills**

- **Programming:** C#, Object-Oriented Programming (OOP)
- Game Development: Unity Engine, Photon Quantum, AI Systems, Animation
  3D Modeling & Design: Blender, Figma
- Version Control: Git

#### **Soft Skills**

- Strong Problem-Solving Abilities
- Team Collaboration & Communication

# Languages

• Arabic (Native)

• English (Professional Working Proficiency)

# **Achievements**

- Successfully completed two multiplayer game projects using Photon Quantum, including advanced AI and projectile mechanics.
- Worked as a freelance Unity Developer on Upwork for three months, delivering projects that exceeded client expectations.
- Published a gameplay video of *Upper Egypt Derby* on YouTube ☑ , showcasing culturally inspired game design.