

# Abdullah Abdelati

## Unity Game Developer

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### Profile

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Enthusiastic and committed Unity game developer, I possess a profound passion for crafting engaging gaming experiences. I am proficient in Unity and adept in the C# programming language. With a solid understanding of game development principles, I am keen to contribute to a team effort. Being a fast learner with a proactive approach, I worked on Upwork for 3 months as Unity developer and currently looking for an opportunity to further develop and apply my skills in a professional setting.

### Projects

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**<https://github.com/Abdullah165/Velocity-Surge>, *Velocity Surge (Racing Game)***

Racing game using Unity.

#### What I used:

- Observation pattern to decouple between classes.
- Scriptable Objects to store data like Car Specifications
- Ray cast with Waypoint system for AI Cars Controller and many more

**[https://github.com/Abdullah165/Upper\\_Egypt\\_Derby/tree/main](https://github.com/Abdullah165/Upper_Egypt_Derby/tree/main), *Upper Egypt Derby***

Still Under Development (Soon on Google Play)

#### What I used:

- Waypoint system for the AI character.
- Observation pattern (Unity Event system).
- Using Jason for the first time to save the character customization system.
- Using sprite atlas for first time for optimization and many more.
- Using Blender software to model everything in the game except (horses) and to animate characters.
- Using Figma software to make the User experience (UI) .

**<https://github.com/Abdullah165/The-saving-and-fatal-steps>, *The-saving-and-fatal-steps***

- I used the Interface concept here to handle whatever player will collide with.
- Unity event system to decouple between classes.

**<https://github.com/Abdullah165/Fruit-Ninja>, *Fruit-Ninja***

#### What had I learned?

- Use line render.
- Use the Interface concept.
- Unity event system.

**<https://github.com/Abdullah165/Serpent-Day>, *Serpent Day***

- I made Save system for Music and Sound effects.
- I learned about animation events.

### Education

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

01/2017 – 07/2021

Assuit, Egypt

## **Skills**

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- Unity Game Development
- Object-Oriented Programming (OOP)
- Problem Solving
- Team Collaboration
- C# Programming
- 3D Modeling using Blender
- Version Control (Git)
- Strong Communication Skills

## **Languages**

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- Arabic
- English