







Abdullah Abdelati

Unity Game Developer

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 Portfolio

Profile

Enthusiastic Unity game developer with a passion for creating immersive gaming experiences. I bring over nine months of experience working with Photon Quantum, including two completed projects utilizing the framework. Proficient in Unity and C#, I possess strong problem-solving skills and a proactive approach to learning new technologies. My experience includes designing game mechanics, implementing AI, and collaborating 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 Game Programmer (Full-Time), *ExoMaz*

present

- Developing a 3D endless runner game from the ground up using Unity.
- Implementing core gameplay mechanics such as obstacle spawning, player movement, and level progression.
- Collaborating with designers and artists to create a polished and engaging player experience.
- Optimizing game performance across different platforms.
- Contributing to iterative development through regular testing and feedback cycles.

Unity Game Programmer (Part-Time), *Golden Eagle Tech*

- Collaborated with the team to design and implement core gameplay features.
- Developed and optimized gameplay mechanics, AI systems, and UI elements.
- Ensured project quality through debugging, testing, and performance enhancements.
- Contributed to delivering an engaging and polished player experience.

Unity Developer (Part-Time), *FunF Project*

- 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*

- 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.

Projects

Asteroids Game Using Photon Quantum [↗](#)

- 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
- **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.