

# Alaa Abusarah

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## Unity Developer

### Tools Development | Open-Source | Agile methodologies | Projects Management

Results-driven Unity Developer with 5+ years of experience, specializing in end-to-end game development. Proven success in managing diverse projects with Agile methodologies.

Recognized for reducing development time, improving efficiency, and attracting investments.

- Reduced development time by 35% at GamesCup.
- Facilitated a rapid \$56,000 investment at STEM LAP.
- Developed open-source AI framework for Unity.

## WORK EXPERIENCE

**GamesCup** - Jordan, Amman

11/2022 - 12/2023

### Senior Unity Developer

I spearheaded and developed end-to-end mobile games.

- Successfully developed end-to-end of two mobile titles.
- Reduced development time by 35% by implementing Agile methodologies.
- Improved system efficiency, resulting in a 50% decrease in technical issues.

**Stem Lap** - Jordan, Amman

07/2022 - 11/2022

### Senior Unity Developer

I developed and led the Educational Game, ensuring innovative solutions.

- Facilitated a rapid \$56,000 investment within one week by effectively translating the company's vision into a tangible product, showcasing a decisive ability to attract financial support and accelerate project development.

**Tarmem** - Jordan, Amman

01/2022 - 7/2022

### Mid-Level Unity AR Developer

Converting 3D archaeological designs into interactive materials on AR and linking them to GPS.

- Developed the primary AR application, enhancing immersive experiences.
- Connected VR application to the main AR platform for seamless integration.
- Developed a specialised app for contract employees, addressing unique user needs.
- Developed controlling interior software, improving system efficiency.
- Established and maintained database architecture, ensuring data integrity.
- Implemented APIs for seamless communication between software components.

**Freelancer** - Jordan, *Amman*

01/2019 - 01/2022

**Game Developer**

Carrying out projects on the Unity Engine in its various fields.

- Consistently developed a minimum of one game every three months.
- Supporting teams, providing valuable assistance and collaboration.
- Successfully contributed to the development and launch of three mobile mini-games.

## PROFESSIONAL MEMBERSHIPS

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**Lucid** - Jordan, *Amman*

09/2023 – PRESENT

**Technical Consultation (Remotely)**

- Achieved a 75% increase in system uptime by implementing a robust architecture.
- Implemented system improvements resulting in a 95% decrease in errors.

## ACHIEVEMENTS

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**Open-Source AI framework for Unity**

01/2024 – PRESENT

- Boosted project efficiency with an AI framework, reducing project development time.
- Enhanced in-house AI capabilities, resulting in more efficient and sophisticated AI behaviors for company projects.

## PROFESSIONAL SKILLS

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- Expert in Unity game development (C#), including tools and SDKs development.
- Agile project management for optimized workflows.
- Unity-based Augmented Reality (AR) development.
- Proficient in Figma for UI/UX and Obsidian for software architecture.

## LANGUAGE COMPETENCIES

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- Arabic: native language
- English: fluent (speaking, reading, writing)