

# Alaa Abusarah

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## Senior Unity Developer

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### Team Leading | Game Producing | Technical Direction | Projects Management

Results-driven Unity Developer with 5+ years of experience, specializing in Games Production. 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

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**Hungry Mushrooms**-Jordan, Amman

3/2024 - Present

### Senior Producer

At Hungry Mushrooms, I developed AI for "Space Cooking Chef" optimized monetization for "Hijin Race" and "Abu Shanab" boosting revenue to \$100-200/day, and analyzed player data for "Hajwala GO" I also created tools to speed up production.

- Developed AI for "Space Cooking Chef".
- Optimized monetization for "Hijin Race" and "Abu Shanab Al-Halwani".
- Boosted revenue to \$100-200/day.
- Analyzed player data for "Hajwala GO".
- Created tools to expedite production.
- Expertise in Unity, C#, game design, and data analysis.

**GamesCup** -Jordan, Amman

11/2022 - 3/2024

### Senior Unity Developer

I spearheaded cross-functional teams to meticulously plan, execute, and deliver high-quality games.

- Reduced development time by 35% by implementing Agile methodologies.
- Improved system efficiency, resulting in a 50% decrease in technical issues.
- Increased team productivity by 65% through the implementation of Agile methodologies.

**Stem Lap** - Jordan, *Amman*

07/2022 - 11/2022

**Senior Unity Developer**

I directed strategic initiatives for the Unity development team, 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

**Senior Unity AR Developer**

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

**Freelancer** - Jordan, *Amman*

01/2019 - 01/2022

**Game Developer**

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

## PROFESSIONAL MEMBERSHIPS

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**Lucid** - Jordan, *Amman*

09/2023 - 4/2024

**Senior Unity Developer (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**

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

## PROFESSIONAL SKILLS

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- Expert in Unity game development (C#), including tools and SDKs development.
- Agile project management for optimised 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)