

# Alaa Abusarah

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## Senior Unity Developer

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

Results-driven Unity Developer with 6+ 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

**Hungry Mushrooms**-Jordan, *Amman*

3/2024 - 3/2025

### Production Team Lead

Led multiple teams (20+ employees) across development, marketing, and analytics to drive product success.

- Turned the company profitable within three months by optimizing marketing strategy.
- Reduced development time from 3-4 months to 1 month by improving communication and implementing Agile & LEAN strategies.
- Enhanced game mechanics by training teams on microservice design patterns, improving scalability.
- Managed marketing campaigns and performance analytics, optimizing revenue streams.
- Identified market needs and developed products to meet demand, ensuring sustainable growth.

**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.

## ACHIEVEMENTS

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**Unity Asset Store Publisher** → [Asset Link](#)

- Procedural Object Placement – Runtime: Poisson-disk prefab scatter tool.
- Field Of View (FOV): NPC sight-cone detection toolkit.
- IconForge: In-Editor 3D→icon generator.
- Texture RePainter: PBR texture variation tool.

**Open-Source AI framework for Unity** → [GitHub Link](#)

- 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)