

A L A A A B U S A R A H

SENIOR UNITY <u>DEVELOP</u>ER

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



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CONTACT

+962781145276 Work@AlaaAbusarah.com

LinkedIn profile :- linkedin.com/in/alaaabusarah

Portfolio:-AlaaAbusarah.com

Github :-Github.com/Alaa-AbuSarah

LANGUAGES

• Arabic - Native



• English - Fluent



SKILLS

- Tools Development
- Game Designing
- Project Management
- Agile Methodology
- AR Development
- Canva
- Figma
- UI / UX
- Obsidian



EXPERIENCE

NOV 2022 - DEC 2023 - GAMESCUP GAME PRODUCER (Part-Time)

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

JUL 2022 - NOV 2022 - STEM LAP VICE PRESIDENT & SENIOR UNITY DEVELOPER

• 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.

JAN 2022 - JUL 2022 - TARMEM SENIOR UNITY AR DEVELOPER

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

2019 - 2022 - FREELANCE GAME DEVELOPER

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

ACHIEVEMENTS

OPEN-SOURCE AI FRAMEWORK FOR UNITY

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