ABDULAZIZ ALFADEL

Full-Stack Developer / Filmmaker / Game Designer

INFO

Nationality: Saudi (Born in Tabuk, Saudi Arabia)
DOB: 12/09/1996

CONTACT

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Riyadh, Saudi Arabia
Jeddah, Saudi Arabia

ALMA MATER

University of Northumbria

Newcastle Upon Tyne, UK

Computer Science BSc with First Class Honors (Class of 2024)

CERTIFICATIONS

- TOEFL score: 93
- IELTS score: 7.5

LANGUAGES

- Arabic
- English

SKILLS

- **Full-stack Development**: Proficient in building and deploying web applications using React.js, JavaScript, and Flask, with expertise in API integration, dashboard development (using D3.js)
- **Data Engineering**: Skilled in data extraction, preprocessing, and visualization using Python, Pandas, and D3.js, with experience in integrating APIs and managing data pipelines for storage and analysis. Proficient in working with CSV files and database concepts.
- **Natural Language Processing**: Experienced in developing NLP solutions using BERT, GPT-2, and spaCy, specializing in sentiment analysis and aspect-based sentiment analysis for text data.
- **User Experience (UX) Design**: UX Analysis and Reporting, Usability Testing, UI/UX Design Principles. Proficient with Tools such as Figma.
- **Project Management**: Team Leadership, Task Coordination, Documentation and Reporting. Proficient with version control tools such as GitHub.
- **Game Development**: Game Design, Story and Narrative, Game Engine Development Tools (Unity)
- **Creative Writing**: Screenwriting for Film, Narrative Crafting for Games, Story Development
- **Bilinguality**: Bilingual communication skills in Arabic and English incl. Translation (Both Written and Spoken)
- **Entertainment Insight**: Deep Knowledge in Entertainment Industries such as Film, TV and Video Games

EDUCATION AND WORK EXPERIENCE

UNIVERSITY OF NORTHUMBRIA IN NEWCASTLE UPON TYNE

FULL-STACK WEB DEVELOPMENT / DATA SCIENCE / GAME DEVELOPMENT / UX RESEARCH / PROJECT MANAGEMENT

2017-2024

- Graduation Project was focused on developing "The Lambda Dashboard," a React-based full-stack web application for Aspect-Based Sentiment Analysis of multiplayer game reviews on Steam. Using Python with Pandas and spaCy for data preprocessing, and GPT-2 and BERT for sentiment classification and aspect extraction, the data was processed and integrated into an interactive dashboard. The React-based dashboard employed D3.js for real-time visualizations, including sentiment trends, aspect breakdowns, and keyword clouds.
- Lead a team of six as a Lead Game Designer, Concept Artist and Story and Narrative writer to create a Game Design Document (GDD) of a Survival Horror game set in Tabuk, Saudi Arabia as part of a Game Design module assignment as well as a report on the History of Japanese Horror Games. Both have earned first class marks.
- Lead a team of five as a Lead Game Designer to create a Unity-based 2.5D puzzle/sorting game centered on Waste Management bundled with its own Game Design Documentation as part of a Teams Project module assignment
- Conducted a detailed user-experience analysis of the Heroic Games Launcher on the Valve Steam Deck device as part of a UX Module assignment. Developed both a comprehensive report and an accompanying spreadsheet to evaluate and document the usability aspects, identifying key areas for improvement and providing actionable insights. This project highlights proficiency in UX analysis, user-centric design principles, and practical evaluation techniques.

Red Palm Pictures (Riyadh, Saudi Arabia)
SCREENWRITING / TRANSLATION

July 2024 - February 2025

- Co-writing and translating a blockbuster feature film set in Al Ula (Release TBA) as well as other projects currently in development.

Gearbox Entertainment (Texas, USA)
VOICE ACTING

April 2018 - May 2018

- Auditioned as a voice actor for two main characters and two villains for the 2019 hit blockbuster video game "Borderlands 3"

SILKDEER (Jeddah, Saudi Arabia)
VOICE OVER WORK

February 2018 - May 2018

- Voice over artist for commercials: Jarir and IKEA

Misk Foundation (Riyadh, Saudi Arabia)
WORKSHOP CONDUCTING

October 2016

- Helped conduct a workshop on voice acting at the very first Misk Foundation event in 2016

Adam Philips Animation (Queensland, Australia)
VOICE OVER WORK

May 2016 - June 2016

- Narrated the "Fatsack" episode as part of Animator Adam Philips' popular "Brackenwood" animated series

Sony Playstation KSA (Riyadh, Saudi Arabia)
VOICE OVER WORK

December 2015

- Voice over artist for a Star Wars: Battlefront (2015) trailer