

ASHRAF ABI SAID

Game Developer and Educator

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EDUCATION

American University of Beirut

BE Computer and Communications Engineering

Beirut, Lebanon

Sep 2016 - Jun 2020

International School of Choueifat

Lebanese Baccalaureate - Life Sciences

Choueifat, Lebanon

Sep 2001 - Jun 2016

WORK EXPERIENCE

Nifty Craft

Unity Developer and Story Writer

Beirut, Lebanon

Jan 2022 - Present

- Designing world map concepts and an inventory system for Nifty Craft, a 2D MMORPG.
- Building the world of Nifty Craft and bringing it to life through tens of character concepts, landmarks, and lore of its past, present, and future based off of cultures that existed and exist in the MENA region.

American University of Beirut

Instructor

Beirut, Lebanon

Jan 2022 - Present

- Teaching the English 254G - Developing Game Design Narratives course which is about the creation of worlds, characters, dialogue, player agency, and narratives, for 3 semesters with over 45 students thus far.
- Facilitating the creation and innovation of multiple genres of games, from video games to board and card games.
- Organizing and moderating discussions with multiple professionals from local and world renowned companies to share their experiences in the game making scene.

American University of Beirut

Consultant

Beirut, Lebanon

Dec 2021 - Jan 2022

- Organizing a roundtable with world class game developers to give talks to students and the Lebanese population.
- Organizing the local Global Game Jam, an annual event where attendees create games in 48 hours, along with a feedback session from the roundtable speakers.

Freelancer

Book Editor

Remote

Oct 2021 - Dec 2021

- Editing an unreleased book by making sure the wording accurately represents the author's intent, effectively communicating track and field jargon in layman terms.

American University of Beirut

Teaching Assistant

Beirut, Lebanon

Sep 2020 - Dec 2020

- Contributing in creating the Gaming Minor at the AUB
- Assisting the English 264 class in gamifying their narrative concepts through practical exercises.
- Setting realistic expectations for the narrative-to-game path.

Falafel Games

Unity Developer

Beirut, Lebanon

Jun 2020 - Dec 2021

- Creating six games from scratch that teach children between the ages of 2 and 6 fundamental information in Arabic.
- Completing a 3D narrative driven project dealing with racism by giving feedback and implementing changes to the text, gameplay, and programming
- Aiding in building a card game with video and audio functionality.
- Creating a puzzle game with almost 100 levels.

Falafel Games

Intern

Beirut, Lebanon

May 2019 - Aug 2019

- Creating multiple screens for an Android game called Taqi, a live trivia game.

American University of Beirut

IT support

Beirut, Lebanon

Feb 2018 - May 2019

- Installing new software for members of the AUB, while providing efficient solutions to common problems around the library, be it with machines or software.

PROGRAMS AND INITIATIVES

Johannes Kepler University Linz

Linz, Austria
August 2022 - September 2022

- Participating in a court simulation centering around global issues such as the energy crisis and the best ways to move to a greener future through research, and the presentation of the opening speech for a team of 30.
- Learning about clean energy, global warming, and climate change through multiple workshops regarding renewables, technology, AI, and art.

Arabic Games Organizer

Jun 2021 - Present

- Preparing an intensive educational game development program for the region.
- Organizing a conference stretching across the entire MENA region called the Arabic Games Conference, focusing on getting games for the Games Showcase, mentors and speakers for different talks.
- Setting up the Discord server and organized over 60 mentorship, CV and portfolio review one on one sessions.
- Curating the newest edition of the conference currently.

Khaddit Beirut

Remote

Organizer and Co-Founder of the Gaming Academy

Dec 2020 - Present

- Contacting mentors and educators in the gaming industry capable of teaching their skills to those interested.
- Setting up a schedule for the 18 workshops on design, development, art, music, and storytelling, teaching 3 of the Unity development courses.
- Facilitating discussion on a Discord server with over 500 participants.
- Overseeing the development of 5 winning games from birth until creation of a demo.
- Launching and completing the second edition of the Gaming Academy in the MENA region instead of Lebanon exclusively while working on the third as of now.

American University of Beirut Game Development and eSports Club (AUB-GDEC)

Beirut, Lebanon

Founder and President

Sept 2019 - May 2020

- Founding the AUB-GDEC through rallying 120+ students behind its formation.
- Setting and leading multiple workshops, including Unity development and Narrative Design.
- Organizing multiple game competitions, such as the League of Legends tournament.

Animal Encounter

Aley, Lebanon

Head of volunteers

Jan 2013 - Present

- Leading teams of volunteers through different events set throughout the year such as Bat Night, Halloween, and Easter.
- Aiding the social media team with posts, pictures, and captions, targeting environmental awareness.
- Raising over 7,000 dollars for the Animal Encounter via GoFundMe.

SKILLS

Programming:	C#, Java, Twine, C++, Kotlin, JSON, git and source control
Creative writing:	Wrote fiction and non-fiction stories in Arabic and English in creative writing classes. Taught the Game Narrative course at the American University of Beirut, giving the necessary feedback and critically examining the stories presented.
Leadership:	Head of volunteers at the Animal Encounter, leading teams of volunteers in events prepared. Led the Gaming Academy, aiding the students, mentors and the team through the event. Founded and was president of AUB's game development and eSports club.
Organization:	Organized the Arabic Games conference as part of a team. Set up Animal Encounter events with their timings, separating roles of different volunteers, and presenting the notable events in an orderly manner. Organized the Gaming Academy's courses, allowing for smooth transition between sessions.
Public Speaking:	Given talks and workshops and participated in debates

INDEPENDENT PROJECTS

Anath Unity

<https://rishene.itch.io/anath>

Play as Anath, the Canaanite Goddess of Love and War, who has to save her hostage brother Baal, the god of life and fertility from Mot, god of death.

Mushroot Unity

<https://ashlit1998.itch.io/mushroot>

Use your friends' bodies as stepping stones to explore the world!

Al Moutanawwi Unity

<https://ashlit1998.itch.io/al-moutanawwi>

Play as Al Moutanawwi the cat while avoiding anyone in your way to sneak into Afif's room.

Sheepwreck Unity

<https://ashlit1998.itch.io/sheepwreck>

Gather sheep and grow into a larger ball of fluff while avoiding shipwreck debris.