Ahmad Bilto

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WORK EXPERIENCE

Unity Developer   Aug 2024 - Current.
Mad Hook | Amman, Jordan

- Integrated third-party SDKs such as AdMob, AppLovin, GameAnalytics, Facebook, and Firebase for analytics, marketing, and monetization.
- Developed and maintained core game systems and mechanics using Unity3D and C#, following clean code and SOLID principles.
- Collaborated with designers, artists, QA testers, marketing specialists, and fellow developers to deliver smooth gameplay experiences aligned with creative direction and audience expectations.
- Participated in agile development workflows, including sprint planning, daily standups, and code reviews, using tools like Jira and PlasticSCM.
- Experimented with new gameplay prototypes, tools, and in-house packages to support innovation and rapid iteration during early design phases.
- Developed the mobile idle game Karak Boy / Amer Tycoon from scratch based on a Game Design Document, translating high-level design into scalable systems, UI/UX, and moment-to-moment gameplay.
- Gained hands-on experience with the full mobile release process for iOS and Android, including build configuration, signing, store submissions, and testing via TestFlight and Google Play internal tracks.
- Balanced game economy and progression systems while implementing core mechanics, focusing on engagement loops, monetization pacing, and "game juice" through polish elements like VFX, audio feedback, and micro-interactions.
- Learned to write scalable and optimized code, gaining a deep understanding of how structure, memory allocation, and data handling affect runtime performance and long-term maintainability.
- Stayed up to date with modern optimization techniques, applying practices such as upscaling, occlusion culling, GPU instancing, mesh optimization, draw call reduction, texture atlasing, caching, object pooling, light baking, and LOD systems—while using profiling tools to continuously monitor and improve performance.

Unity Developer & Instructor   March 2024 - June 2024
Maysalward | Amman, Jordan

- Designed and developed updates for mobile games using Unity3D as part of Maysalward's game development team.
- Delivered Unity training sessions to students of different ages, covering fundamentals of C#, Unity UI, animation systems, and mobile optimization techniques.
- Collaborated with game designers and artists to implement gameplay mechanics and refine user experiences.
- Conducted bug testing and iterative QA cycles to ensure high performance across Android and iOS platforms.

Unity Developer   Dec 2023 - March 2024.
Self-Employed | Amman, Jordan

- Developed and published mobile game "Realistic Hajwala", which was available on iOS and Android.
- Outsourced graphic designers for 3D models, textures, and maps.
- Implemented multiplayer gameplay using Photon PUN2
- Integrated SDKs including GameAnalytics, AdMob, Firebase, and Facebook.

Full-Stack Web Developer & IT Support   Feb 2021 - Dec 2023.
Aramad Information Technology Inc. | Charlottetown, PEI, Canada

- Spearheaded website planning processes, seamlessly transitioning design mockups into live web environments for 20+ websites using HTML, CSS, JavaScript, PHP, and CMSs like WordPress.
- Implemented SEO best strategies to boost website performance, focusing on keyword research, content optimization, and technical SEO enhancements.
- Developed and launched a WHMCS reseller website, providing a centralized platform for hosting and managing all client websites with enhanced efficiency.

Summer Camp Computer Science Instructor   June 2018 - Aug
2018. King's Academy | Madaba, Jordan

- Taught young students introductory coding using RoboGarden's curriculum/interface.
- Implemented discipline, organization, and time management in the classroom.
- Assisted struggling students with the material, without slowing down the pace of the curriculum.

EDUCATION

University of Prince Edward Island | Computer Science (Video game programming specialization)

- Jan 2020 - May 2023
- GPA: 3.70/4.0

King's Academy | American High School Diploma

- Aug 2013 - May 2017
- GPA: 3.91/4.0, Tawjihi equivalency: 90.3%

SKILLS

Computer skills

- C#, C, Java, Python, HTML, CSS, JavaScript, PHP, WHMCS, cPanel, WHM, SQL, Unity3D, Photoshop, Blender, Git, VMWare, Visual Studio, Visual Studio Code, Microsoft Office, Microsoft Windows, macOS, Trello, Jira, Fast typing (100 WPM), computer hardware, and other softwares.