

Ali Fadlelmawla

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EDUCATION

Imperial College London

October 2020 – June 2024

Integrated Masters of Engineering in Chemical Engineering

London, UK

- Upper Second-Class (2:1), GPA equivalent: 3.6.
- Selected for a highly competitive year-long exchange program at the National University of Singapore (NUS).

EXPERIENCE

Lost Art Studios

August 2022 – January 2025

Co-founder, Lead Programmer, Cinematics Director, UI/UX Designer, Game Designer

London, UK

- Designed, developed, produced and shipped Unreachable, a 5-hour 3D 1st-person narrative mystery game (Unreal Engine 5) with 10K+ Steam wishlists (featured in the Steam Popular Upcoming Front Page) and 1M+ streaming views. Featured by IGN, Gamespot, Gamescom Asia Prime Time, and other prominent social media influencers.
- Programmed core mechanics (such as character controller, quests, AI, inventory system) and additional systems (such as saving/loading, cinematics systems, dialogue systems) using both C++ and UE5's Blueprint Visual Scripting. These systems were designed for ease of use and customization, enabling non-technical users to easily integrate them into the level.
- Co-authored the game design document (story, mechanics & systems design, art & sound direction, budgeting), which served as the foundation for development for our 2-person team. Worked midnights & weekends while balancing education.
- Improved the final game's performance by 40% compared to the initial demo by optimizing with Unreal Engine Insights and other UE5 profiling tools.
- Designed, implemented and polished the UI; over 90% of playtesters found it intuitive, responsive and visually polished, greatly enhancing the player experience.
- Crafted animations & cinematics using UE5's sequencer and animation tools, improving the narrative immersion.
- Managed, organised and directed freelancers (voice actors, artists, animators) which significantly enhanced Unreachable's production value, enabling the featuring by IGN, Gamespot, and Gamescom Asia Prime Time.

First Class Learning

October 2019 – March 2020

Tutor

London, UK

- Tutored students ranging from primary school to high school in English and Mathematics. When surveyed, nine in ten parents reported noticeable improvement in their child's academic performance under my guidance.

PROJECTS

Multiplayer HearthStone Fan Game | Java, Java Swing

October 2021 - December 2021

- Independently designed and developed a HearthStone inspired fan game from scratch in Java using Swing. This included programming the mechanics (turn-based combat similar to HearthStone), designing cards, and designing and implementing the UI.
- Developed a dedicated server using Java then deployed it to an AWS EC2 instance, enabling low-latency multiplayer gameplay.

Almydian - Online Learning Platform | PHP, JavaScript, HTML/CSS

June 2020 – December 2020

- As part of a 2-person team, designed and developed an online learning platform, similar to Udemy, using WordPress, integrating PHP, JavaScript and HTML/CSS.
- Deployed the website on an AWS lightsail Ubuntu instance, utilizing AWS S3 for fast storage.

Unreal Engine Object Pooling Plugin | UE5, C++

May 2025

- Programmed a modular and reusable object pooling plugin, in C++, to be used with UE5. The plugin (available on GitHub) improves performance in heavy spawning/despawning scenarios, such as in Bullet Hell and RTS games.
- The plugin improved the performance by 25% in benchmark tests and eliminated the hitches almost completely.

SKILLS

Languages: Proficient in English and Arabic, both in speech and writing.

Technical Skills: Proficient in Unreal Engine, Unity, C++, Visual Scripting Tools, C#, Java, Python, JavaScript, HTML/CSS, Git, GitHub, Shader Development, 3D Math, AWS (EC2, S3, Lightsail), Figma, Video Editing Software such as Davinci Resolve, Microsoft Office (Word, Excel, Powerpoint).