

# Mohammed Almakhmari

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## OBJECTIVE

Experienced Application Developer with a strong track record in Python, Django, and front-end technologies. Skilled in enhancing web applications for improved scalability, reliability, and user experience. Adept at optimizing page loading times and refactoring code for enhanced performance. Proven ability to develop and maintain high-quality web applications. Along with that, skilled in game development using both the Unity and Godot game engines as well as having a deep understanding with game engines as a whole.

## CORE SKILLS

C# Programming (1 year experience), Typescript programming (2 years of experience), Game development (1 year experience), Web development (2 years of experience)

## WORK EXPERIENCE

### **Endless Studios**

Worcester, MA, USA  
June, 2024 – August, 2024

*Game programmer*

- Developed and programmed a mobile game that released in 2024 successfully.
- Led a team of inexperienced programmers and taught them how to work in Unity.
- Collaborated with other teams within the studio to share work based on skill sets and support one another.

- Voted top collaborator while at my time working at Endless Studios

### **IO21**

Abu Dhabi, UAE  
January, 2022 – April, 2022

*Web Developer*

- Developed a web application that allows users to sell their items to buyers.
- Designed and developed a mobile interface for a web application.

### **Emirates National Construction & Projects Management**

Abu Dhabi, UAE  
June, 2023 – Present

*ICT Operations Technician*

- Developed an in house server solution for digitally storing customer data.
- Support coworkers with technical difficulties and aided in coworkers understanding technical solutions

## EDUCATION

### **Higher College of Technology**

Abu Dhabi, UAE  
Fourth Year

*Applications Development*

## PROJECT WORK

### **Slifer Game Framework**

January, 2024 – Present

- Developing a game framework that allows users to develop a native desktop application in typescript.

### **One Day**

July, 2024

- Developed a game in a single day with a group of artists and programmers. Made using the Godot game engine.

## EXTRA SECTION

### **WPI SIP 2024**

June, 2024 – August, 2024

- I was a part of the WPI SIP program and was the lead programmer for a mobile game made using unity. I had to take the harder coding tasks for my team along with teaching and managing a small team of programmers during my time in the program.

## LIKES AND INTERESTS

- Building Gundams
- Cats
- Animal Crossing
- High fantasy books and games