Sultan Abdullah Alqumaya

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Career Objective

Motivated and creative **Computer Science student** with a strong interest in **game development** and **extended reality (XR)** technologies. Passionate about building immersive digital experiences using **Unity, VR/AR**, and modern software development practices. Recently began working with **Flutter** as a beginner mobile developer, eager to grow skills in cross-platform app development. Seeking opportunities to apply both technical and creative skills in real-world projects, internships, or entry-level roles.

Education

Bachelor of Computer Science (In Progress)
Imam Mohammad Ibn Saud Islamic University (IMSIU) – Riyadh, Saudi Arabia
• Second-year student

Projects

Last Repair – 3D Horror Puzzle Game
• Designed and developed a 3D horror puzzle game using **Unity**.
• Implemented interactive puzzles and room-based progression systems.
• Focused on atmosphere, player interaction, and gameplay flow.
https://ihms.itch.io/lastrepair

Mulabi - VR Umrah Simulator
• Developed a VR simulation where users learn how to perform a realistic Umrah.
• The Mulabi project takes you on a virtual experience that simulates the rituals of Umrah in all their details, allowing you to feel as if you are in Mecca.
https://linktr.ee/SultanAlqumaya

VR Grocery Store Simulator (In Development)
• Developed a VR simulation where users perform realistic store-related tasks.
• Implemented immersive VR interactions and object manipulation mechanics.

AR Virtual Car Showroom
• Created an AR application that allows users to place and interact with 3D car models in real-world environments.
• Designed intuitive UI controls for model rotation, scaling, and selection.

Tourism-App
• Designed and developed a tourism mobile application using **Flutter**.
• Displays tourist destinations with images and descriptive information.
• Built as an early-stage Flutter project to strengthen understanding of mobile app development fundamentals.

https://github.com/IIHMS/Tourism-App

Technical Skills

- **Programming Languages:** Java, C#, Dart, Lua
- **Game Engines:** Unity (3D, AR/VR, XR)
- **XR Development:** VR & AR application development
- **Design Tools:** Figma, Canva
- **Office Tools:** Microsoft Word, PowerPoint, Excel
- **Mobile App Development**: Flutter, Dart, UI development, APIs, JSON, Supabase (Auth, Storage), CRUD operations

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Certifications & Training

• ITIL Foundation – Introduction to IT Service Management Program (Tuwaiq Academy)
• Game Design & Development Program (Tuwaiq Academy)
• XR Development Bootcamp (Tuwaiq Academy & Metaverse Academy)
• IBM SkillsBuild Cybersecurity Certificate

Interests

Game Development • Virtual Reality (VR) • Augmented Reality (AR) • Interactive Digital Experiences • Mobile App Development