ABDULLAH ABDELWAHAB

He/Him
Eden Prairie | MN
Open to Relocation
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LINKS

Portfolio:// monstervich
LinkedIn:// abdelwahab
Github:// monstervich

EDUCATION

MASTER OF SCIENCE IN INFORMATION ASSURANCE
St. Cloud State University | US
Graduation December 2021

BACHELOR OF SCIENCE IN COMPUTER SYSTEMS
Heriot-Watt University | UK
Graduated with Honors June 2018

SKILLS

BACKGROUND & INTERESTS
QA • Software Design • Linux • Behavioural AI • Machine Learning

PROGRAMMING
Experienced:
JIRA • DevTrack • C# • C++ • Python • Java • R • CSS3 • HTML5 • SQL • MySQL • Aurora • Mobile Development
Proficient:
C • Linux Scripting • .NET • PHP • Hybrid Native/HTML Applications • AWS RDS
Familiar:
Lua • JSON • Perl • Xamarin
Exploring:
KISMET • JavaScript • Node.js • React

TOOLS & ENGINES
Unity3D • UE4 • Visual Studio • Git • Azure DevOps • MS TFS • Docker • Eclipse IDE • Android Studio • Maya • GIMP • Illustrator

AWARDS

IGDA eJam 2020
Best Growth | Jun 2020
Academic Cultural Sharing Scholarship
Recipient | Sept 2018
First Abu Dhabi Bank Hackathon
2nd Runner Up | Nov 2016
The Digital Payments Hack
2nd Place | Oct 2016
Indie Game DevFest
Finalist | Nov 2015

EXPERIENCE

ACTIVISION BLIZZARD | Quality Assurance Functional Tester
June 2020 – Present

- Preformed test cases on PS5, Xbox Series X, PS4, Xbox One, and PC gaming platforms.
- Top %1 performer in all QA Departments across LA, MN, TX and Singapore with over 350 bugs posted in the current project.
- Helped coordinate large scale test scenarios with 500+ other testers to ship 4 AAA titles including "Call of Duty: Vanguard." (**JIRA, DevTrack, Slack**)

UNITY INSOMNIACS | Founder
Nov 2016 – Jan 2019

- Founded a hackathon team made up of designers and developers.
- Aided in winning multiple hackathons and reached the elimination stages for the Microsoft Imagine Cup.
- Worked on all aspects of every project from prototype to presentation. (**Unity3D, UE4, Xamarin, Visual Studio, Azure DevOps, AWS, Google APIs**)

DIO ALIAS GAMES | Jr Designer & Quality Assurance Tester
June 2017 – Aug 2017

- Implemented UI integration for "Behind the Door" with different movement setups.
- Developed for Steam release, giving vital feedback, and testing for bugs. [store page]

EXTRA CAKE P.R.A | Team Lead & ESL eSports Organiser
Aug 2015 – Sept 2015

- Team Lead for the main stage and Electronic Sports League (ESL) stage.
- Led a team of 30 outstanding volunteers for the ESL ESEA Pro League Invitational.

PROJECTS

DISSERTATION GAME PROJECT | Sole Designer Unity3D | PC

- Created a game from scratch to conduct a systematic analysis on a game's user interface, and a player's behavior in a stressful and eerie environment.
- Hypothesized a core relationship between player types and interaction. Production of a multiplayer game, where users can interact with one another and interactive objects surrounding them was vital to conclude the live demo. (**C#, JIRA**)

DEAD BY DAYLIGHT GAMEMODE | Co-Designer C++ | PC, PS4

- Created a popular open-source Overwatch workshop gamemode based on the immersive multiplayer horror game "Dead by Daylight."
- Engineered the mod shortly after the initial release of the Overwatch workshop.
- The workshop gamemode was featured by many popular content creators, thus it has improved and unique versions of it. (**C++**) [Workshop Code: D04GB]

UNTIL DAWN CABIN | Sole Designer OpenGL | PC

- Designed and implemented a rendering/animation system, in OpenGL, that demonstrated the various concepts of a graphics engine.
- The scene consisted of a Scenegraph that was 3+ levels in depth, geometry models, various transformations and rotations, material and lighting shader iterations and an automated camera system alongside multiple user interactions upon the objects in the scene. (**Maya**, **Substance Painter 2**) [artstation page]

ORGANIZATIONS

VIDEO GAME DEVELOPMENT CLUB | St. Cloud University – **President**
Aug 2019 – Present

- Founded an organization where programmers, artists and musicians can collaborate in a diverse environment.
- Conducted regular workshops with emphasis on interaction using 3D Engines.

SENATE FINANCE COMMITTEE | St. Cloud University – **External Vice Chair**
Aug 2019 – Present

- Auditing, monitoring financial accounts, reviewing funding requests, and allocating student activity fees cautiously to student organizations abiding all policies.

IGDA | Heriot-Watt University – **Academic Chapter Leader**
Aug 2015 – May 2018

- Founded the International Game Developers Association academic chapter in UAE/UK.