



ABDULLAH ABDELWAHAB

Open to Relocation

abdullah.valve@gmail.com

(651) 703-7483

2272 Sycamore Trl | 55125

St. Paul | Minnesota

LINKS

LinkedIn:// [abdelwahab](#)

Github:// [monstervich](#)

EDUCATION

MASTER OF SCIENCE IN INFORMATION ASSURANCE

St. Cloud State University | US

Expected Graduation May 2021

BACHELOR OF SCIENCE IN COMPUTER SYSTEMS

Heriot-Watt University | UK

Graduated with Honors June 2018

SKILLS

BACKGROUND & INTERESTS

Software Design • Linux •
Behavioural AI • Machine Learning •
Innovation • Digital Forensics

PROGRAMMING

Experienced:

C# • C++ • Python • Java • R • CSS3 •
HTML5 • SQL • MySQL • JIRA • AWS
RDS • AWS Aurora • Mobile Development

Proficient:

C • Linux Scripting • .NET • PHP • Hybrid
Native/HTML Applications • AWS RDS •
AWS Aurora

Familiar:

Lua • JSON • Perl • Xamarin

Exploring:

KISMET • JavaScript • Node.js • React

TOOLS

Visual Studio • Azure DevOps • MS TFS •
Docker • SAP S/4HANA • Eclipse IDE •
Android Studio • Git • Unity3D • UE4 •
Maya • GIMP • Adobe Illustrator

AWARDS

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

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

Jun 2017 – Aug 2017

- Implemented UI integration for "Behind the Door" with different movement setups for the Android release of the game.
- 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

- Worked with the organisers who brought the Middle East Film and Comic Con.
- Team Lead for the main stage and Electronic Sports League (ESL) stage.
- Led a team of 30 outstanding volunteers.

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) [\[artstation page\]](#)

FGB AR | Pitcher, Developer & Designer Unity3D, Viewforia | PC, Android, iOS

- Led my team by creating an Augmented Reality app that catered to the banking sector.
- Used Google Map's API to navigate the user to an existing FGB ATM machine.
- Implemented a smart learning algorithm that produced supervised inductive learning method to adapt and recognize a credit/debit card. (C#)

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.

SENATE FINANCE COMMITTEE | St. Cloud University – Senator

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.