



GAME DESIGNER

Open to relocation

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(651) 703-7483

EDUCATION

MSc Information Assurance at
St. Cloud State University

Currently studying

BSc COMPUTER SYSTEMS
(Hons) at Heriot-Watt University
Graduated with Hons Summer 2018

LINKS

Website:// monstervich.com

Github:// [monstervich](https://github.com/monstervich)

linkedIn:// [abdelwahab](https://www.linkedin.com/in/abdelwahab)

SKILLS

BACKGROUND & INTERESTS

Game Design • Leadership • Artificial
Intelligence • Visual & Text Based
Scripting • Microcomputing • Streaming

PROGRAMMING

Experienced:

C# • Lua • C++ • HTML/CSS

• Visual Scripting

Proficient:

C • Linux Scripting • PHP

Familiar:

Java • Python • JSON • SQL

Exploring:

KISMET • JavaScript • Node.js • React

TOOLS

Unity3D • Unreal Engine 4 • Maya
• Blender • Substance Painter 2 • Source
Filmmaker • Visual Studio Code • Eclipse
• GIMP • Adobe Illustrator • Android
Studio • Git • Real-time rendering tools

COURSES

Maya 3D Graphics & Animation | C++
Computer Games Programming |
Python, C Artificial Intelligence &
Intelligent Agents | Java Data Structures
& Algorithms | ML, Prolog, Python
Programming Languages | Interaction
Design | Unix/Linux Computer Network
Security | Java Software Dev |
SQL, noSQL, XML DB Management
Systems | Security & Cryptographic
Protocols | Digital Forensics & Ethics

EXPERIENCE

UNITY INSOMNIACS | Founder

Nov 2016 – Jan 2019 | Dubai, UAE

- Founded a hackathon team made up of designers and developers.
- Went on to win multiple hackathons, as well as, reaching the elimination stages for the Microsoft Imagine Cup.
- Worked from all aspects of every project from prototype to presentation. (Unity3D, UE4)

DIO ALIAS GAMES – “Behind the Door” | Jr Designer & QA

Jun 2017 – Aug 2017

- Implemented UI integration for 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 | Dubai, UAE

- Worked with the organisers who brought The Middle East Film and Comic Con, as a Team Lead for the main stage and Electronic Sports League stage. Managed a team of 30 outstanding volunteers.

PROJECTS

DISSERTATION GAME PROJECT | Heriot-Watt University – Sole Designer

- Created a game from scratch to conduct a systematic analysis on a game's user interface, as well as, player's behavior in a stressful and eerie environment. The project involves studying, as well as play-testing, different games in order to gain a first-hand perspective to hypothesize a core relationship between player and interaction. Production of a multiplayer game, where users can interact with one another and the objects surrounding them was vital. (Unity3D, proBuilder)

TIME TRAVELER GAME | Heriot-Watt University – Lead Designer

- Understanding, designing, developing, implementing and playtesting the game mechanic of traveling back in time. Ended as a platformer game replicating a Prince of Persia game mechanic using the Unity3D game engine. (C#, Animator) [\[github page\]](#)

UNTIL DAWN CABIN OPENGL | Heriot-Watt University – Sole Designer

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

CRASH DST | Steam Workshop: Top Rated & Top Favorited Mod – Lead Designer

- Made a Crash Bandicoot mod for Don't Starve Together (a game by Klei Entertainment) on Valve's Steam Workshop. The mod currently sits as one of the top favorited character mods with over 180,000 downloads. (Lua)
- The Mod was a finalist for the Indie Game DevFest (DWGE) in the Dubai World Game Summit.

FGB AR | FGB Hackathon: 2nd Runner Up – Lead Designer & Pitcher

Nov 2016

- Lead my team in creating an AR app using the UE4. (C#, HoloLens)

VISA AR | The Digital Payments Hack: 2nd Place – Lead Designer & Pitcher

Oct 2016

- Pitched a similar idea from the FGB Hack, which won us the opportunity to showcase a live hands-on demo within the VISA Innovation Center. The AR app developed in the span of 24-hours using the Unity3D game engine. (C#, Viewforia)