Open to relocation
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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
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

ACADEMIC MAIN
C++ Computer Games Programming | Java Data Structures & Algorithms | ML,Prolog,Python Programming Languages | C++ 3D Graphics & Animation | Python,C Artificial Intelligence & Intelligent Agents | 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 with some designers and developers from my previous university in Dubai. 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. (UE4, Unity3D, VR, AR, Kinect)

DIO ALIAS GAMES | Jr Designer, QA Tester & English Translator
Jun 2017 – Aug 2017

- Became a part of the team as a Jr Designer, learning from the Senior Designer, and implementing UI integration for different movement setups for the Android release of the game. Later on worked as a QA tester and English translator for the release of *Behind The Door* on Steam, 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 (MEFCC), as a Team Lead for 2 areas, the main stage and Electronic Sports League stage. Managed a team of 30 volunteers, tournament hosts, and backstage crew.

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 virtual 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, 3 geometry models, various transformations and rotations, various material and lighting shader iterations and an automated camera system with multiple user interactions upon the objects in the scene. (Maya, Substance Painter 2) [artstation page]

FGB AR | FGB Hackathon: 2nd Runner Up – Lead Designer & Pitcher
Nov 2016

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

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 present the idea to the VISA Innovation Center and showcase a live hands-on demo to the executive staff members of VISA, of the MENA region. The AR app developed in the span of 24-hours using the Unity3D game engine. (C#, Viewforia)

CRASH DST | Steam Workshop: Top Rated & Top Favorited Mod – Director
Jan 2015

- 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.
- The Mod was a finalist for the Indie Game DevFest (DWGE) in the Dubai World Game Summit.