



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

In:// [abdelwahab](https://www.instagram.com/abdelwahab)

SKILLS

BACKGROUND & INTERESTS

Game Design • Leadership • Artificial
Intelligence • Visual and 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:

Go • Java Script • Node.js • React

TOOLS

Unity3D • Unreal Engine 4 • Maya
• Blender • Substance Painter 2 • Source
Filmmaker • Visual Studio Code • Eclipse
• GIMP • Android Studio • Git • Linux
• Windows • 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 |

[Unix/Linux](#) Computer Network Security |

[Java](#) Software Dev | [SQL, noSQL, XML](#)

DB Management Systems | Security &

Cryptographic Protocols | Digital

Forensics and 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.

DIO ALIAS GAMES | JR DESIGNER, QA TESTER, SUPPORT SPECIALIST

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. [\[store page\]](#)

STEP CONFERENCE | ASSISTANT OPERATIONS MANAGER, TEAM LEAD

Apr 2017 – Apr 2017 | Dubai, UAE

- My success with the conference in 2016 made the company recruit me in 2017 as an Assistant Operations Manager for the main stage in the event, which attracted over 10,000 entrepreneurs, investors and tech & media enthusiasts, and over 400 startups.

-ING CREATIVES | PROJECT COORD, VOLUNTEER SUPERVISOR

Jan 2017 – Apr 2017 | Dubai, UAE

- After volunteering in the previous year for the annual Creative Festival, I was offered a role in the company. This time I was responsible for the volunteer operations of -ING's Creative Festival. Helped bring talks from NASA, IBM, Facebook, Disney and Pixar to life.

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

UNTIL DAWN CABIN OPENGL | STEAM WORKSHOP: TOP RATED, TOP FAVORITED MOD

Jan 2015 – Nov 2018

- 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 favored character mods with over 180,000 downloads. (Lua) [\[mod page\]](#)

FGB AR | FGB HACKATHON: 2nd RUNER UP

Nov 2016

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

VISA AR | THE DIGITAL PAYMENTS HACKATHON: 2nd PLACE

Oct 2016

- Pitched a similar idea from the FGB Hackathon, which won us to pitch the idea to the VISA Innovation Center to present the pitch and a live hand-on demo to the executive staff members of VISA MENA. We developed in the span of 24-hours a fully functional augmented reality application (C#, Unity, MonkeyLearn)

CRASH DST | STEAM WORKSHOP: TOP RATED, TOP FAVORITED MOD

Jan 2015 – Nov 2018

- 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 favored character mods with over 180,000 downloads.
- The Mod was a finalist for the Indie Game DevFest (DWGE) in the Dubai World Game Summit.