Abdullah Abdelwahab

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Aim

To join a competitive and nourishing environment, such as a master's programme, where I can add value to an organization while growing my skills.

Summary

I am a very passionate lover of game design, whether it is on a console or on a PC. In addition to my academic education studying Computer Sciences in Heriot Watt University, I spend time on Game Development using development tools and make shorts with Valve's Source Filmmaker. I have developed a highly rated Mod called Crash Bandicoot DST that is still currently number one custom character Mod on the Steam Workshop.

During my years, I sought extra curriculum internships and participated in major events like: Middle East Film and Comic Con, Emirates Islamic Hackathon, and Angelhack. Where I developed many skills like working under pressure, working with a team, leadership skills, collaborations, handling difficult people, and marketing our efforts.

Besides my academics, I am very active in sports activities. I have coached the Boxing and Fight Club in Dubai for an academic year. I currently am a practitioner in the martial art of Capoeira. I plan to extend my knowledge and abilities from my Capoeira background in to the field of motion capture.

On the side, I stream regularly on live streaming website, Twitch. Where I keep up with the gaming trends, and occasionally pine for classic titles that turned me into the healthy, sleep-shirking addict I am today.

I aspire to become a renowned Game Developer who would start a whole new era of games with the help of Virtual Reality and Motion Capture. As well as handling my own marketing team using the skills I am familiar with.

Academic Education

Bachelor's Degree of Science in Computer Systems with Honours 2:1

Sept 2017 – June 2018 | Heriot-Watt University, Edinburgh, UK.

References are available upon request.

Bachelor's Degree of Science in Computer Systems

Sept 2014 – June 2017 | Heriot-Watt University, Dubai, UAE.

Foundation Program (Degree Entry Program) in Engineering

Sept 2013 – June 2014 | Heriot-Watt University, Dubai, UAE.

Highschool Diploma (Twelve-Year Program)

June 2013 | International School of Arts & Sciences, Dubai, UAE.

Experience

Team Lead/Assistant Operations Manager at STEP Conference

April 2016

STEP Conference is the largest interactive gathering in the MENA region. STEP2016 gathered 4,000 like-minded folks from all over the globe tackling all things Tech, Digital and Entertainment.

Team Lead for Games 15

September 2015

Took leadership of the main stage and the ESL (Electronic Sports League) stage for the CS:GO Invitational tournament.

Project Lead at Klei Entertainment

December 2014 - January 2015 (2 months)

Made a Crash Bandicoot mod for Don't Starve Together (a game by Klei Entertainment) on Valve's Steam Workshop. It involved: Creating sketches, Hiring Co-workers, Managing a team, Lua Coding/HTML, and other similar skills.

Moderator at The Creatures LLC

December 2013 - November 2014 (1 year)

Freelance Graphic Artist at Valve corporation

September 2014 - September 2014 (1 month)

The talented people at Steam Workshop, with partnership with WeLoveFine, were hosting a competition for creating the best merchandise idea for its game "Team Fortress 2", and I designed a T-Shirt idea and sketch for it.

Volunteer

Chair of International Game Developers Association (IGDA) Chapter in Dubai

2016 - 2017

To initiative to start a chapter with my colleagues in Heriot-Watt University Dubai (HWUD) to advance careers and enhance the lives of future game developers in the region.

Team Lead at Middle East Film and Comic Con (MEFCC)

April 2016

MEFCC, the first and largest popular culture festival in the region. Working as a Team Leader for the Gaming Zone, I worked with *Fanta Masters* who hosted major international video gaming tournaments, which consisted of several games taking place concurrently in multiple arenas.

Gulf Car Festival Crew

April 2016

Gulf Car Festival, emerged as one of the most vibrant and electrifying motoring event of the region. The inaugural event hosted in Dubai, attracted around 400 show-cars with estimated worth of 100 million AED and participants from all over the Emirates and neighbouring Gulf countries. Working as a crew, I've helped manage the Drift show and handled all the cars entering the event.

XCAT World Series Assistant Organizer at XCAT Racing, WPPA

April 2016

Worked directly with the organizers in assisting throughout the event. As well as organizing a setup for HH Sheikh Mansoor bin Mohammed bin Rashid Al Maktoum and the royal family.

Independent Coursework and Achievements

Game Design Software – Unity3D, Unreal Engine 4, Maya, Blender and Substance Painter 2. https://bit.ly/2Li3wX9 **Programming Languages** – Java (Eclipse IDE), C (Linux + Pi2), C#, C++ (OpenGL), Lua, Python, Assembly and MIPs. **Website Creation** (using) – HTML 5, CSS 3, PHP, SQL, JavaScript, JSP, JQuery and AJAX.

Animation Programs – Source Filmmaker and Spriter PRO.

Statistics – Over 350,000 page views and 175,000 downloads on my mod. http://bitly.com/1BI3YTh

Skills & Expertise

- Game Testing
- Source Filmmaker
- Java
- Lua
- C, C++, C#
- Raspberry Pi 2
- Team Leadership
- Data Structures and Algorithms
- Photoshop, GIMP, MAYA, Substance Painter 2
- Steganography
- Capoeira

- Logic and Proof
- Open Source Development
- Public Speaking
- Computer Animation
- Mobile Application Design and Development
- Game Development
- HTML5, CSS, PHP
- MySQL
- GIT
- Web Design
- OpenGL

Honours & Awards

- The Digital Payments Hackathon 2nd Place
 - o Issuer: Visa + AngelHack Dubai (October 2016)
- First Gulf Bank Hackathon 2nd Runner Up
 - o Issuer: First Gulf Bank Abu Dhabi (October 2016)
- DWGE Indie Game DevFest Finalist
 - Issuer: The Dubai Word Game Summit (November 2015)
- Bimba Cup First Place + Overall Best Male Competitor [yellow cord]
 - o Issuer: Mestra Edna Lima [Abada Capoeira NYC] (February 2015)
- American University of Dubai School Sports Challenge 2nd Place
 - o Issuer: American University of Dubai (2013)