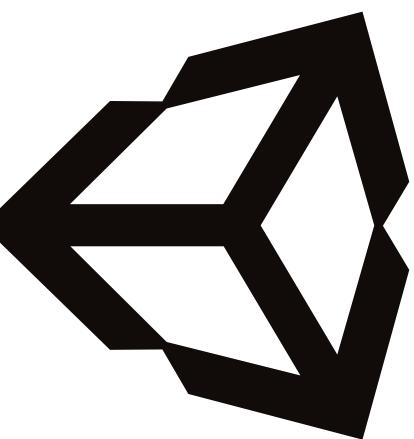
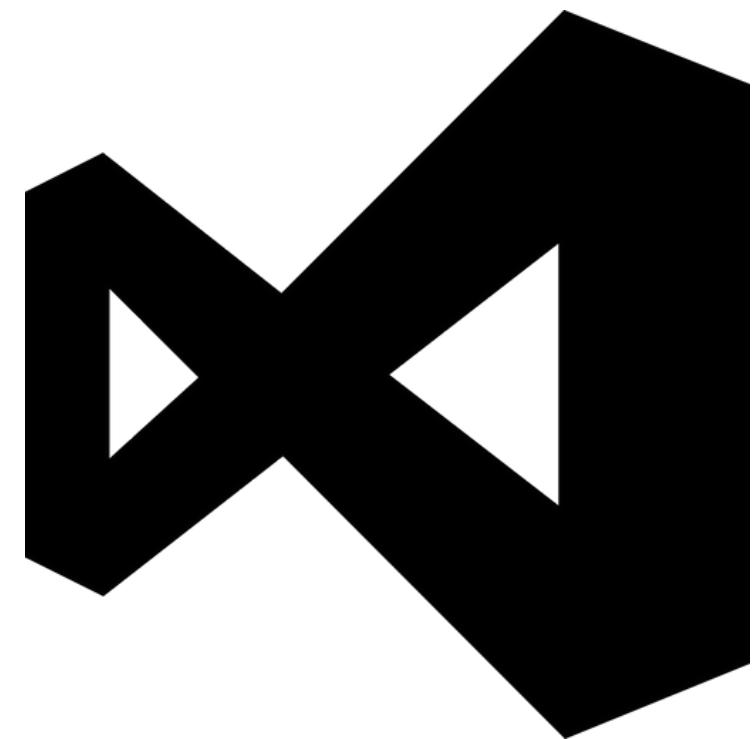


Mohamad Elzaatari,  
Software engineer

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2026



unity



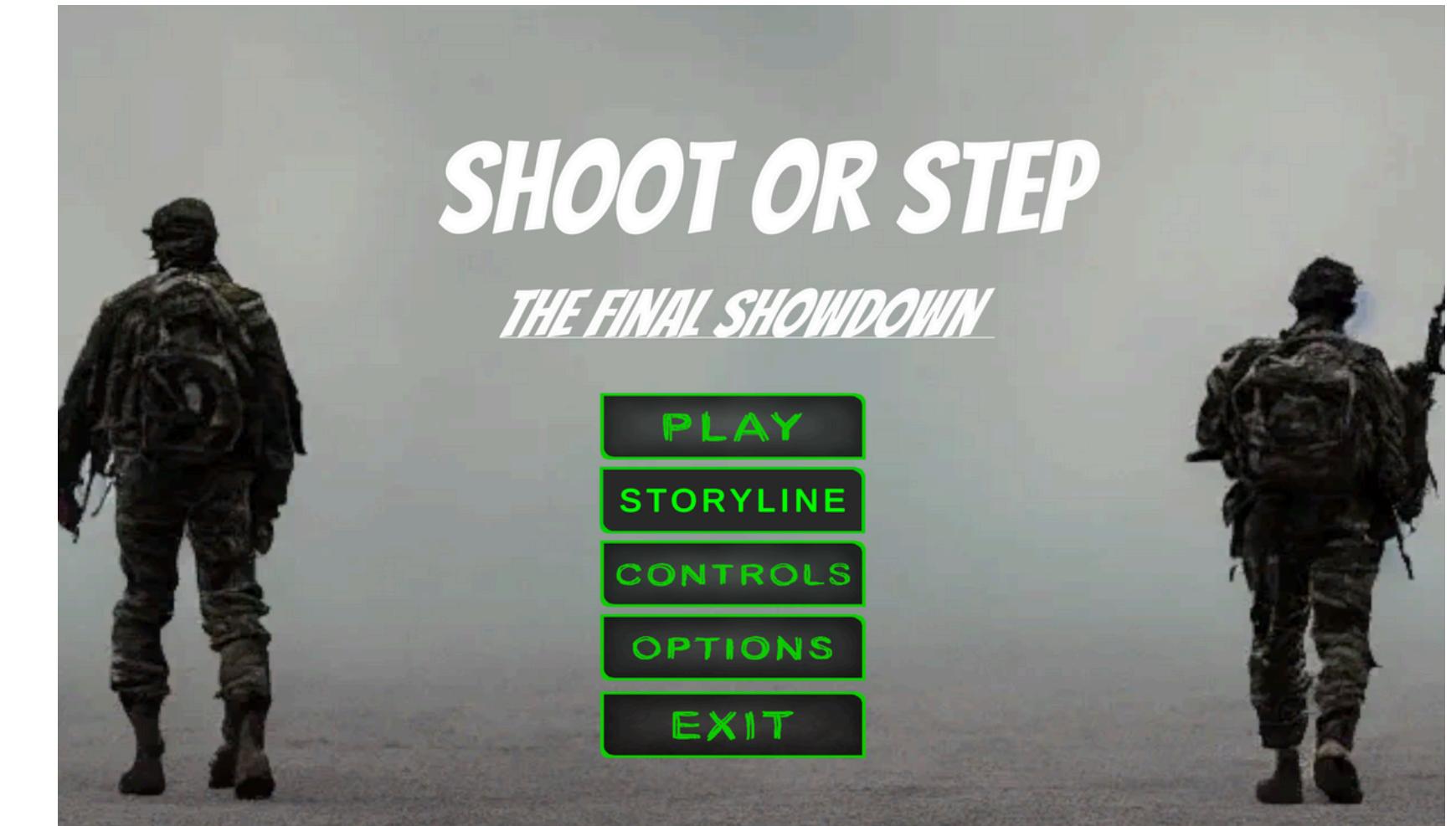
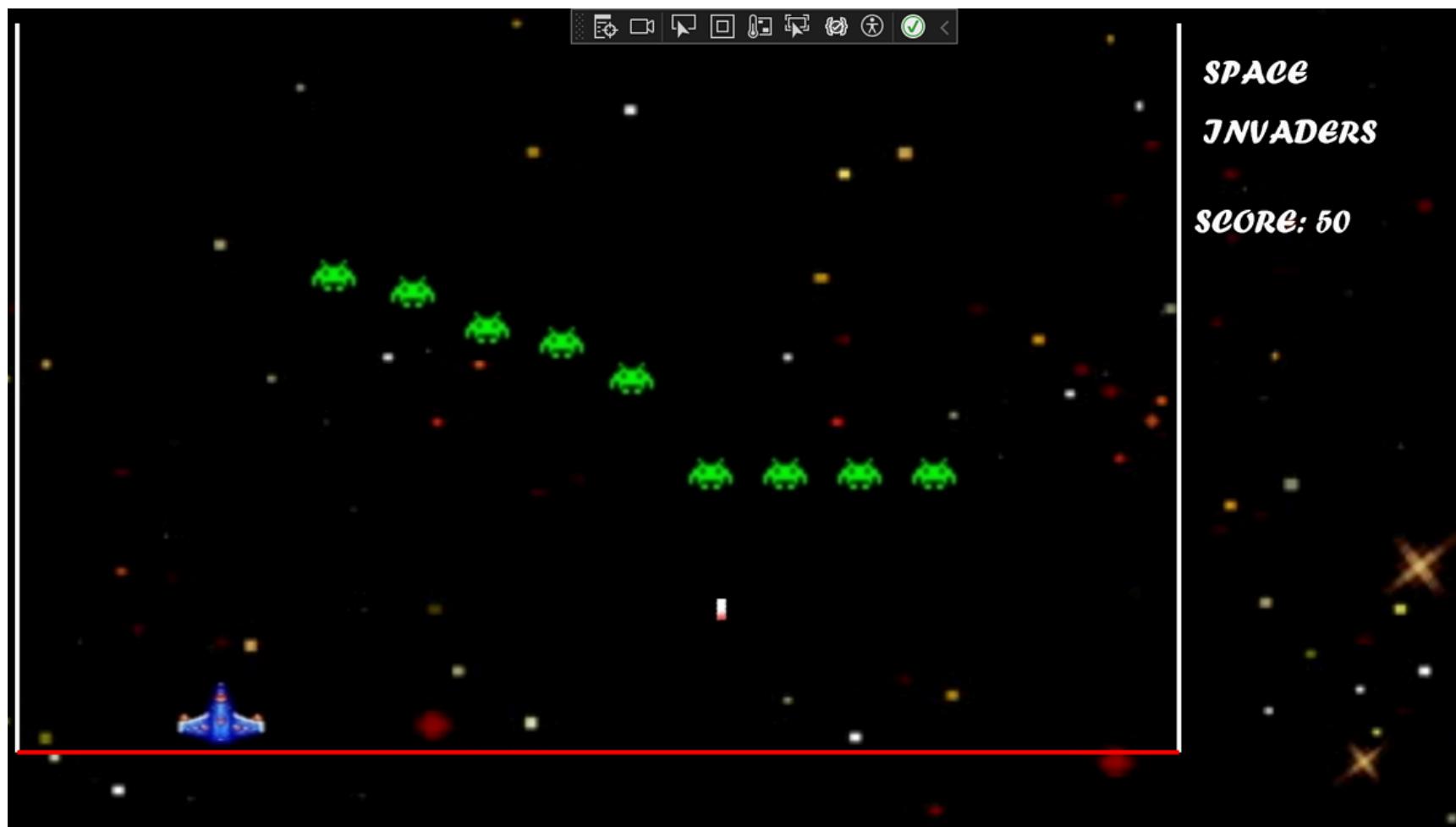
**UNREAL  
ENGINE**

# Portfolio

[VIEW MY WORK](#)



Being a Game Designer is not only about creating fun to play games, but it is also about creating a unique and memorable experience for the players. It is a way to convey different emotions and stories through a game. I have always been fascinated by games and hope to start my own journey in Game Design.



01. Space Invaders

02. Shoot or Step



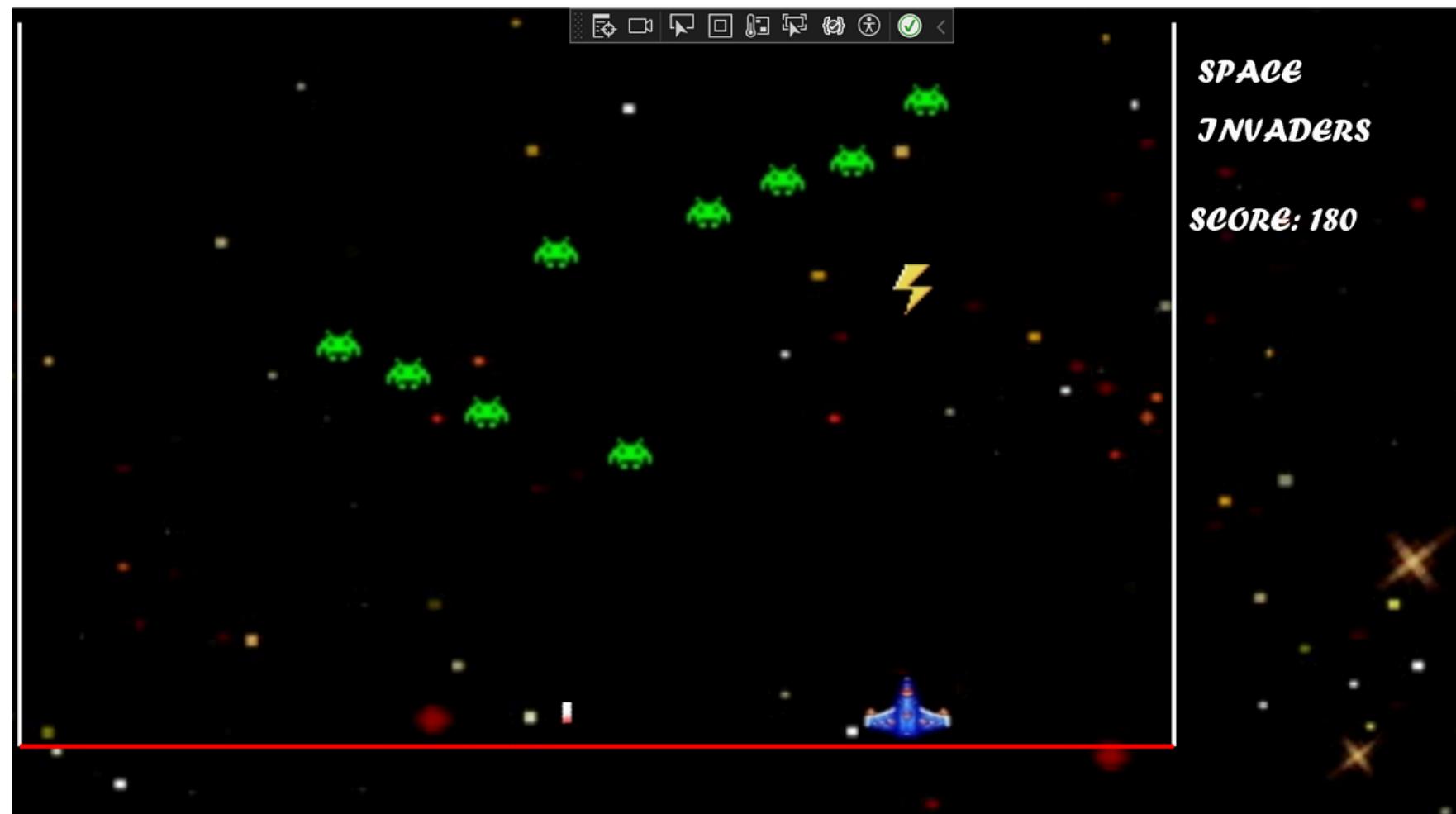
03. ChronoGuard



04. Keepy Uppy Karl



05. Farm Game



This was the first major game I developed. My team and I used Xaml to create the iconic space invaders game. For this project, I worked on a multitude of things, which includes power ups spawn and functionality, music, ship collisions, movement on both controller and keyboard, among other things.



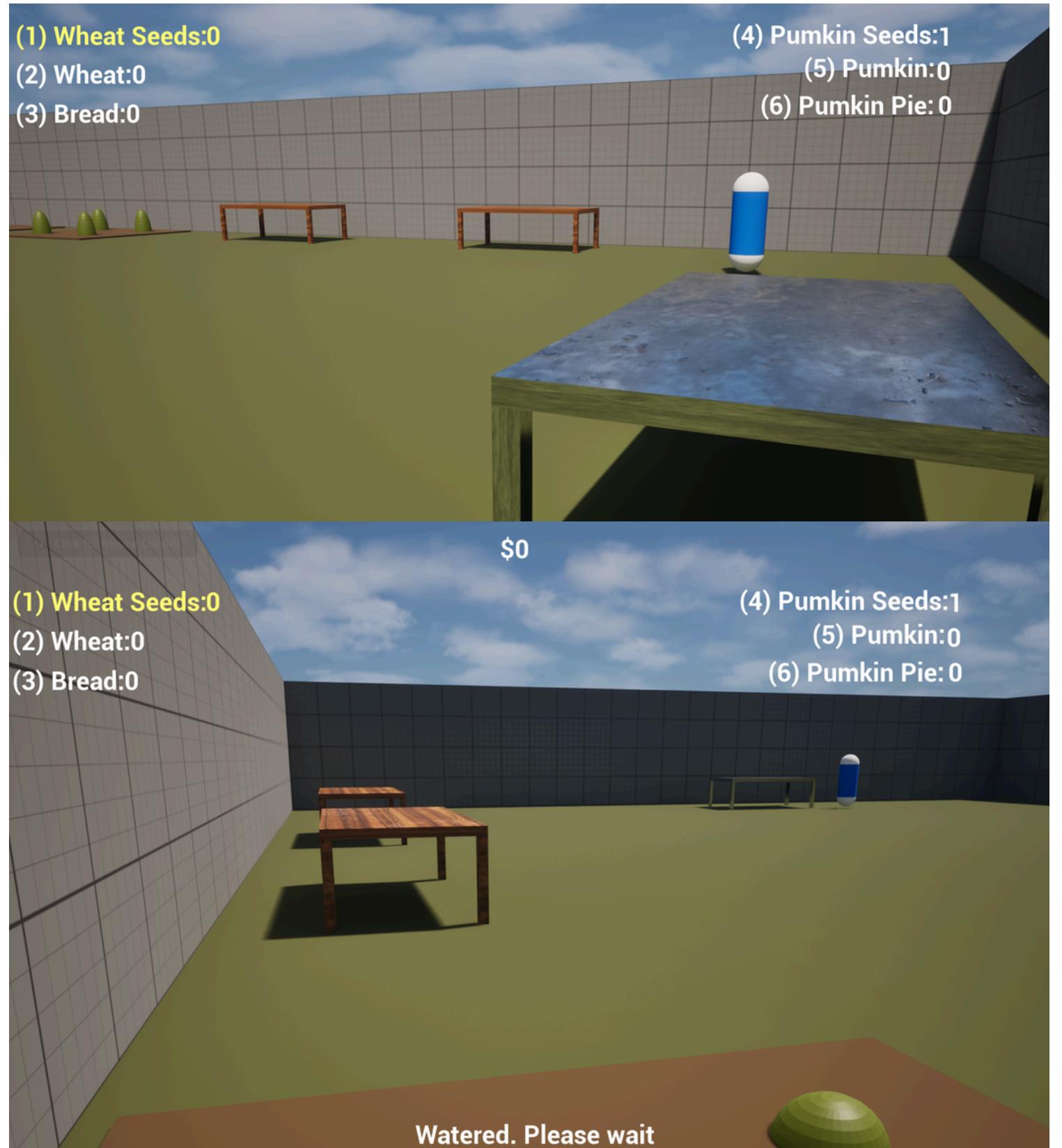
This game is a 2D chess-like shooter. My team and I developed this game using Unity 2D. I implemented a lot of the important aspects of the game such as the movements, collisions using raycast, restricting the movements to the chess size and number of actions, audio, power ups, new maps, particles, among other things.



This game is a 3D Tower defense game. My team and I developed this game using Unity 3D. During this project, I implemented a lot of things, which includes using raycast to make the bullet object travel towards the center of the reticle based on the distance of the object being hit, power up, particles system, the robot AI, among other things.



This game takes a funny approach to simulator games. The game is all about balancing household tasks while giving baby Karl puppies. My team and I developed this game using Unreal Engine 5. Some of the elements I worked on include all the UI and menus, player hands, player interaction with the baby, baby collision, flying AI, sound cues, chore animation, character locking, save user settings and keeping a high score, among other things.



This is a game I recently created that focuses more on the multiplayer aspect of games. Through the development of this game I was able to grasp replication in UE as well as session creation and the sorts. In this game each player has their own inventory and a shared money system. The players can plant, water, harvest, fix soil, process the product and finally sell it to the AI merchant. All these actions are replicated thus allowing any player to pick up where the other player left off.

# Contact Information

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