Mohammed Ali

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EDUCATION

University of Florida   Gainesville, FL
Bachelor of Science **Overall GPA: 3.8 / 4.0**   *May 2026*
- Dean's List: Spring 2024, Fall 2023, Spring 2023
- Coursework: Data Structures and Algorithms, Programming Fundamentals 1 and 2, Discrete Structures, Linear Algebra

PROJECT EXPERIENCE

Draco Disease Game, Programmer   November 2024 – April 2025

- Participated in a game jam with a team to create the RPG game Draco Disease in Unreal Engine 5
- Integrated toon shading outlines for the game to enable seamless transitions between 2D and 3D and keep style consistent
- Created a cursed altar that the player interacts with to receive a buff and a random debuff to enhance and keep gameplay fresh

SSD AI RPG Game, Coder   April 2024 – April 2025

- Developed an AI RPG game using the Python OpenAI library and Godot game engine
- Utilized OpenAI to assign abilities to items and enemies based on user descriptions using function calling
- Constructed an algorithm that dynamically assigns statistics to abilities in a card combat system

Castle Environment Game, Creator   August 2024
Personal Project
- Developed an immersive castle environment game in Unreal Engine 5
- Utilized Nanite to enhance graphics and performance
- Implemented basics of lighting, foliage, blueprints, and landscape sculpting

Echologator Proximity Chat App, Coder   January 2024 – April 2024
University of Florida   *Gainesville, FL*
- Assisted the Open Source UF club with making an app that allows people to chat in proximity
- Tested Express JS requests to the server through Jest to make sure the expected server response is outputted
- Made a dynamic custom bottom navigation bar for the app using React Native to ease navigation through the app

RESEARCH EXPERIENCE

Architecture Research Assistant   May 2025 – August 2025
Kyoto University   *Kyoto, Japan*
- Developed a Monge surface lamp cover 3D surface using the Rhino and Grasshopper applications
- Contributed to a research paper discussing Monge surfaces and their practical applications

WORK EXPERIENCE

Discrete Math Teaching Assistant   January 2025 – Present
University of Florida   *Gainesville, FL*
- Coordinated discussion sessions with students and go over materials covered in lectures to reinforce comprehension and encourage engagement
- Held office hours to help students with any questions and concerns

TECHNICAL SKILLS

Programming Languages: C++, Python, JavaScript/TypeScript, CSS
Tools: Unreal Engine, GDScript, Blender, GitHub, Express JS, Jest, React Native, Node JS
Spoken Languages: English (Native), Arabic (Native), Japanese (Advanced)