Roaa Khaldoon

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Game Programmer

Summary:

A Unity Developer with 3 years' experience as a solo developer in the industry with a focus on gameplay programming. I am looking for a game developer/programmer position to improve my skills and pursue my passion of game development.

Technical Skills:

- Unity
- C#
- JavaScript
- AI programming
- Version Control (Git)
- .Net programming
- Agile development
- Object Oriented Technology
- Debugging

Education:

Bachelor of Science (BSc) in Software Engineering, University of Al-Iraqi, Baghdad, Iraq.

Accomplishments:

- Published a Game

Single-handedly designed, developed, tested, deployed and published "Spooky Things" a hyper casual game on itch website. Link to the game: Spooky Things

-UDC jam #25

Nine days game jam based on 'Alone' theme. Worked in a team of 3 as a Game designer and programmer. I was responsible for the gameplay, level design and mechanics of an 2D puzzle game. Link to the game: Reptilian Dungeon

Previous Project Experience:

Role: Solo Game Developer (2023 November)

- Using Unity Engine and C# developed a finite-state-machine (FSM) model to control the animation of an AI dragon character.

 Role: Solo Game Developer (2022 August)

- Using Unity Engine and C# developed a 3D adventure first-person shooter game, where the player can collect coins, buy weapons and shoot. Includes an inventory system and navigation mesh.

Work Experience:

 Software Engineer (Nov 2020 - Jan 2024 Ministry of Industry and Minerals formations)

  - Maintained and updated the database system as required.

  - Provided technical troubleshooting and repairs.

Training and Certificates:

- **Unity Junior Programmer Pathway**
Validates skills and competencies to be a proficient junior programmer writing scripts in C# to create interactive experiences with the Unity Editor (issued by Unity Technologies)
- **Unity Creative Core Pathway**
Covers the essential elements of creative production including shaders, materials, lighting, animation, VFX, cameras, post-processing effects, audio, UI, and prototyping (issued by Unity Technologies)
- **C# Intermediate: Classes, Interfaces and OOP** (issued by Udemy)
- **C# Advanced Topics** (issued by Udemy)