Saleh Mutlaq Al-Shammari

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📍 Saudi Arabia,Riyadh   in Linkedin

⌂ Github   🔗 More About me

🪪 SUMMARY

A fresh graduate from the University of Hail with a degree in Software Engineering. I am passionate about game development in all its aspects, including both design and programming. I have hands-on experience in game design and continue to strengthen my programming skills through practical projects and ongoing learning.

🎓 EDUCATION

Bachelor of Software Engineering   2020 – 2025
University of Hail

- Graduated at 8/2025
- Overall GPA: 3.4/4

Game development Bootcamp   2020/05 – 2020/09
SDA & Vertex school ↗   Online

Specialized camp at Vertex School focused on 3D game art. Learned key skills like 3D modeling and texturing to create immersive environments, gaining insight into how 3D art improves gameplay and storytelling.

💼 PROFESSIONAL EXPERIENCE

Game Dev intern   2025/01 – 2025/08
WNDR group ↗   Riyadh

- Developed gameplay systems and UI features using Unity and C#.
- Designed and implemented enemy AI using NavMesh.
- Built a multiplayer system integrated with Steam API.
- Contributed to ideation, prototyping, and bug fixing in a team setting.

🧠 SKILLS

Maya	● ● ● ○ ○	Problem solving	● ● ● ○ ○
Substance painter	● ● ● ○ ○	Communication skills	● ● ● ● ○
Team-work	● ● ● ● ○	Git & Git hub	● ● ● ○ ○
Unity Engine	● ● ● ○ ○	C#	● ● ● ○ ○

📁 PROJECTS

While He seeks game ⎋

Developed a multiplayer game using Unity with FishNet networking, fully integrated with Steam

2025/03 – 2025/06

the cave ⎋

- the cave is game ready asset designed for game that never seen the light for me the cave is the best artpices I made and I'm really proud of it.

Sari game ⎋

Developed with Unity everything was created in-house, including sprite design and 3D modeling.

🌐 LANGUAGES

- Arabic
- English