Saleh Mutlaq Al-Shammari

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📍 Saudi Arabia,Riyadh   in Linkedin

○ Github

📇 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
University of Hail

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

💼 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

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