



EBBEN ALHINDI

GAME PROGRAMMER

PROFILE

Hello Wolrd! My name is Ebben, and I am a passionate game programmer. I am interested in programming gameplay mechanics and player mechanics, as well as experimenting with AI

EDUCATION

- **HÖGSKOLAN I SKÖVDE 2023-2026**
 - Datavetenskap: System inriktning
- **YRGO 2023 - 2025**
 - Game Creator Programmer

TECHNICAL SKILLS

- **Programming languages**
 - C#
 - C++
 - Java
 - Python
- **Game Engines**
 - Unity 2D , 3D, AR & VR
 - Unreal Engine5/4 3D & 2D
- **Version Control- git**

WORK EXPERIENCES

- **Start Up—Elva Entertainment [2024]**
Game programmer
 - Worked on an upcoming game in various aspects.
 - Gained experience in the swedish game industry
- **Indie - Oroin studios [2023]**
Game development
 - I created prototypes and clones of popular titles.
 - It was very educational for me as I got to understand my own limitations, which has then led for improvement.

CONTACT

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🌐 <https://github.com/Samurai-Ebben/Portfolio>

🌐 <https://www.linkedin.com/in/abdalrhman-m-alhindi/>

SKILLS

- Project Management
- Teamwork
- Time Management
- Critical Thinking
- Problem Solving

REFERENCE

Robert Esbjornsson

Yrgo - Teacher/ Secret Mission
- CEO

✉ robert.esbjornsson@educ.goteborg.se

LANGUAGES

- English (Fluent)
- Swedish (Fluent)
- Arabic (Fluent)