



EBBEN ALHINDI

GAME PROGRAMMER

PROFILE

Hello World! My name is Ebben, and I am a passionate game programmer. I focus on programming gameplay mechanics and player mechanics. As well as interested in AI, profiling and optimization, systems, and tools programming. I also enjoy making shaders and UI.

EDUCATION

- **HÖGSKOLAN I SKÖVDE 2023-2025**
 - Computer Science: System Development
- **YRGO 2023 - 2025**
 - Game Creator Programmer

TECHNICAL SKILLS

- **Programming languages**
 - C#, C++, Angelscript, Blueprints, Java, Python, Javascript
 - OOP, Procedural programming and Data oriented programming
- **Game Engines**
 - Unity 2D , 3D, AR & VR
 - Unreal Engine5/4 3D & 2D
- **Version Control**
 - Git, GitLab, GitHub, Github desktop

WORK EXPERIENCES

- **Internship - Housefire games [2024 - 2025]**
Game Programmer
 - I modified & optimized old systems (e.g., footsteps sound).
 - Modified player & gameplay systems (e.g., walking sim, aka head-bobbing).
 - Created custom spline and editor tools.
 - Designed puzzles and gameplay moments.
- **Start Up - Elva Entertainment [2024]**
Game programmer
 - Worked on an upcoming game in various aspects.
 - Gained experience in the swedish game industry
 - Created the fundamentals of the building and interacting system, with UI and a custom grid-system

More details about projects please check out my portfolio:
<https://github.com/Samurai-Ebben/Portfolio>

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

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Erik Sandén

Housefire Games-CEO

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LANGUAGES

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