



# 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
- **Game Engines**
  - Unity 2D , 3D, AR & VR
  - Unreal Engine5/4 3D & 2D
- **Version Control- git**

### WORK EXPERIENCES

- **Internship- Housefire games[2024 - 2025]**  
**Game Programmer**
  - I created systems, rewrote old scripts and created gameplay mechanics
  - Gained experience in making editor tools and seamless mechanics and systems
- **Start Up—Elva Entertainment [2024 ]**  
**Game programmer**
  - Worked on an upcoming game in various aspects.
  - Gained experience in the swedish game industry

### CONTACT

- ☎ +46 724546410
- ✉ [abdalrahman.alhindi48@gmail.com](mailto:abdalrahman.alhindi48@gmail.com)
- 🌐 <https://github.com/Samurai-Ebben/Portfolio>
- in <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](mailto:robert.esbjornsson@educ.goteborg.se)

#### Erik Sandén

Housefire Games-CEO  
[eriksandeen@gmail.com](mailto:eriksandeen@gmail.com)  
+46 0721 88 22 13

### LANGUAGES

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