

Laith Alkhaddam

Game Developer | Full Stack Developer | Creative Technologist

contact@iconical.dev [Telegram](#) - [Portfolio](#) - [Github](#)

Summary

I'm a passionate programmer turned game developer, obsessed with creating immersive experiences and solving technical challenges. Specializing in gameplay mechanics, system architecture, and UI/UX for games. Expertise in building games with engines like Unreal, Unity and Godot. Eager to bring my energy, creativity, and technical skills to a collaborative game dev team.

Education

Bachelor's of Computer Engineering

2022 - Present · Bahçeşehir Üniversitesi

- Core studies in software development, AI, Cybersecurity, and networking.
- Focus on game-relevant topics like algorithms, data structures, and hardware-software integration.

Experience

Game Developer

Jan 2022 - Present

- **Developing and designing** games and systems using Unreal Engine (Blueprint & C++) and Godot (GDScript & C#).
- **Building core mechanics** including co-op gameplay, AI behavior, and player progression systems.
- **Integrated backend features** for multiplayer support, file handling, and Discord RPC.
- **Creating intuitive UI and menus** using both in-engine tools and Figma for prototyping.

Full-Stack Developer

Sep 2018 - Present

- **Front-End:** Proficient with React, TypeScript, HTML/CSS, building user-friendly interfaces.
- **Back-End:** Built secure, scalable systems with Node.js, Express, and PostgreSQL/MongoDB.
- Integrating version control, collaboration tools, and CI/CD pipelines.
- Dealing in both relational databases and applying strong software design principles that translate well to game architecture

Extra Experience

Product Expert

2023 - 2025

- Provided high-level product expertise, resolving technical issues and offering tailored solutions.
- Collaborated with cross-functional teams to improve product features and user experience.

Projects

Portfolio and Community Collaborations

Past - Ongoing

Check out the projects I worked on! [here](#)

Skills

Gameplay Programming
Level Design
Game Systems Architecture
Multiplayer Systems
Product Design
UX/UI Design
Interactive Prototyping
Front-end Web Development
Back-end Web Development
Testing & Debugging
Product Management
Project Management
Teamwork & Collaboration
Problem Solving
Perseverance
Fast learner
Adaptability & Flexibility
Multitasking
Time management
Attention to details
Adaptability
Team Collaboration
Empathy
Active Listening

Tools/Technologies

Development:
JavaScript, TypeScript, React, Next.js, TailwindCSS, Html/Css, MongoDB, NPM / Bun, Git, Bash, Go, C++, C# and Rust

Tools:
VSCode, Visual Studio, Figma, Framer Motion, Microsoft Word, Microsoft Excel, Power Point, Blender, and Unreal Engine.

Languages

- Arabic (Native)
- English (Fluent)
- Turkish (In-Progress)
- German (In-Progress)