# Abdullah Asaad Ghali

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### **SUMMARY**

I'm a fullstack Developer, Graphic Designer and a Game Developer, I worked as a web designer making api's and I worked as a Game Designer. i use multiple frameworks like react and unity game engine

### **EXPERIENCE**

#### Aldr

Remote May 2023 - August 2023

· I successfully managed various graphic design projects and significantly boosted engagement by an impressive 30%.

# IT Manager / Web Designer

#### **Teethmon Production**

December 2022 - August 2023, Iraq

• Developed and implemented new IT systems by creating and presenting a design document, scheduling regular meetings with IT and business teams to discuss project scope, and creating a roadmap for implementation. Increased employee efficiency by 40% and reduced outage time by 10% by implementing a new software system. Created a website for the company which is used to share customer Medical Blogs/Documents and provide a UI/UX design by creating wireframes, collecting feedback from the marketing team, and creating a design plan.

# Freelancing

Remote

June 2019 - August 2023, remote

- · Worked as a Game Designer, Web Designer, Video Editor and a Graphic Designer:
- · Created unique characters and environments; designed increasingly challenging levels in accord with client requirements
- · Worked remotely to design and implement video games and smartphone applications, from ideation to launch
- · Tested games, creating walkthrough videos for clients, identifying glitches and malfunctions, and correcting in-game errors
- · Assisted with the development of production timelines and budgets , worked efficiently with team members in order to meet these guidelines
- · Managing color correction, graphic, sound, and music for videos of varying lengths as a video editor
- · Managing all phases of post-production, including sequence selection, sound design, and compression
- · Analyzing video contents for editorial corrections and quality control Collaborating with the creative team, graphic designers, producers, and directors to execute a project
- · Assisted with post-production processes, including copying, editing, and color correction
- · Designed and produced print and online advertisements for a number of clients
- · Developed materials for marketing including content for websites, social media pages, brochures and newsletters

# **Game Developer**

#### **Projects in Unity Engine**

May 2016 - August 2023, remote

- Built more than 60+ projects in Unity, including 3 complete games, a movement system, inventory system, audio manager, procedural generation projects, and much more.
- In my Games I Optimized code performance, reducing load times by 35% and increasing frame rate stability by 67%, while concurrently improving image quality.

# **PROJECTS**

### Dino

Dino Production · November 2022 - Present

• Dino is a video sharing platform witch is exclusive for Iraqi content creators, the project is still in progress and the web application was made by react, node js and firebase.

#### Is This A Platformer?

TheLastDreamProduction · November 2021 - Present

 $\cdot$  Is This A Platformer is a game that I'm working on , I used Unity Game Engine and C# to make the game , the game will be released soon and so far I made 60% of the game.

#### .NERD

PHP MVC Framework • January 2023 - September 2023

• I have created a highly sophisticated open-source PHP MVC framework with the intention of assisting individuals in Iraq to build secure and advanced websites without spending valuable time on framework development. This project has garnered over 1500 downloads and received exceedingly positive reviews from users.

#### PIGE 2D

### 2D Game Engine · January 2022 - February 2022

- I successfully created an impressive 2D game engine using Java and OpenGL, comprising over 8000 lines of code. The dedication and effort poured into its development have resulted in a robust and highly functional platform for immersive developing experiences.
- · Additionally, I successfully integrated ImGui into the engine to create an impressive and user-friendly UI system.

# **CERTIFICATIONS**

#### IBM Cloud Essentials V3

• IBM CC0103EN | Certified in IBM Cloud Essentials V3

# **Advanced Google Analytics**

Certified in Data Analytics

#### IBM Storage and Cloud

· IBM Certificate Of Completion | Introduction to IBM Storage and Cloud

### **MongoDB Certificate**

· Proof Of Completion | Introduction to MongoDB

#### **HP Certificate**

· HP Certificate of Completion | Unique Value Proposition

### Successful IT systems

OpenLearn Statement of participation

# Software development for enterprise systems

OpenLearn Statement of participation

### Introducing computing and IT

OpenLearn Statement Of Participation

# Project governance and Project Management Office (PMO)

OpenLearn Statement Of Participation

# Information security

OpenLearn Statement of participation

# **Introduction to Digital Business Skills**

**HP Certificate of Completion** 

#### **Effective Presentations**

**HP Certificate of Completion** 

### **Your Target Audience**

**HP Certificate of Completion** 

#### **SKILLS**

Front End: HTML, CSS, JavaScript, React

Back End: Node Js, C#, php connect, python, SQL, Java, Gradel, C++Game Design: Unity Game Engine, Godot, C#, java, GD script, C++

Design: Ui/UX, Blender, Adobe photoshop, Adobe illustrator, Adobe premiere, aseprite

Music: Fl studio, Adobe Audition