Abdullah Abdelwahab | 6702 Hadley Ave S, 55016 Cottage Grove, Minnesota | (651) 703-7483 | abdullah.valve@gmail.com

Open to Relocation

LINKS

LinkedIn:// abdullahabdelwahab
Github:// monstervich

EDUCATION

MASTER OF SCIENCE IN INFORMATION ASSURANCE
St. Cloud State University (SCSU) | US
Graduated Dec 2021

BACHELOR OF SCIENCE IN COMPUTER SYSTEMS
Heriot-Watt University (HWU) | UK
Graduated June 2018 with Honors

SKILLS

BACKGROUND & INTERESTS
Software Design • Behavioural AI • Machine Learning • Visual & Text Based Scripting • OS • Innovation • Digital Forensics • Microcomputing

PROGRAMMING
Experienced:
CSharp • C++ • Python • Java • R • CSS3 • HTML5 • SQL • MySQL • JIRA • AWS RDS • AWS Aurora • Mobile Development

Proficient:
C • Linux Scripting • .NET • PHP • Hybrid Native/HTML Applications • AWS RDS • AWS Aurora

Familiar:
Lua • JSON • Perl • Xamarin

Exploring:
KISMET • JavaScript • Node.js • React

Tools:
Visual Studio • Azure DevOps • MS TFS • SAP S/4HANA • Eclipse IDE • Android Studio • Docker • Git • Unity3D • UE4 • Maya • Adobe Illustrator

AWARDS

BEST GROWTH | IGDA® eJam 2020
Jun 2020
ACADEMIC CULTURAL SHARING SCHOLARSHIP
Sep 2018
FIRST ABU DHABI BANK HACKATHON | 2nd Runner Up
Nov 2016
THE DIGITAL PAYMENTS HACK | 2nd Place
Oct 2016

ACTIVITIES AND INTERESTS

VIDEO GAME DEVELOPMENT CLUB | SCSU – President
Aug 2019 – Dec 2021
- Founded an organization where programmers, artists and musicians can collaborate in a diverse environment.
- Conducted regular workshops with emphasis on interaction.

SENATE FINANCE COMMITTEE | SCSU – Ext. Vice Chair
Aug 2019 – Dec 2021
- Auditing, monitoring financial accounts, reviewing funding requests, and allocating student activity fees cautiously to student organizations abiding all guidelines and policies.

IGDA® | HWU – Academic Chapter Leader
Aug 2015 – May 2018
- Founded and ran the International Game Developers Association academic chapter in UAE and Scotland.
- Helped students network and socialize with fellow members.

EXPERIENCE

ACTIVISION BLIZZARD | Quality Assurance Tester
Aug 2020 – Present
- Helped coordinate large scale test scenarios with 900+ other testers to ship 5 AAA titles including "Call of Duty®: Vanguard."
- Performed in the top %1 of all QA Departments across LA, MN, TX and Singapore with over 500 bugs posted.
- Worked within agile software development structures using JIRA to track progress, write issues, and monitor changes.
- Routinely swept builds to quickly identify and send critical issues to developers. (**JIRA, DevTrack, Slack**)

UNITY INSOMNIACS | Founder
Nov 2016 – Jan 2019
- Founded a hackathon team made up of designers and developers.
- Aided in winning multiple hackathons and reached the elimination stages for the Microsoft Imagine Cup.
- Worked on all aspects of every project from prototype to presentation. (**Visual Studio, Azure DevOps, AWS, APIs**)

DIO ALIAS GAMES | Jr Designer & Quality Assurance Tester
Jun 2017 – Aug 2017
- Implemented UI integration for "Behind The Door" with different movement setups for the Android release.
- Helped develop for the Steam release for PC, giving vital feedback, and tested for bugs. [store page]

PROJECTS

FIRST ABU DHABI BANK AR APP | Pitcher, Developer & Designer Unity3D, C#, Viewforia | PC, Android, iOS
- Led my team by creating an Augmented Reality app that catered to the banking sector.
- Used Google Map's API to navigate the user to an existing FGB ATM machine.
- Implemented a smart learning algorithm that produced supervised inductive learning method to adapt and recognize a credit card.

DEAD BY DAYLIGHT GAMEMODE | Co-Designer C++ | PC, PS4
- Created a popular open source Overwatch® Workshop gamemode based on the immersive multiplayer horror game "Dead by Daylight".
- Engineered the mod shortly after the initial release of the Overwatch® Workshop.
- The workshop gamemode was featured by many popular content creators, thus it has improved and unique versions of it. (**C++**) [Workshop Code: D04GB]

UNTIL DAWN CABIN | Sole Designer OpenGL | PC
- Designed and implemented a rendering/animation system, in OpenGL, that demonstrated the various concepts of a graphics engine.
- The scene consisted of a Scenegraph that was 3+ levels in depth.

DISSERTATION PROJECT | Sole Designer Unity3D, C# | PC
- Created a game from scratch to conduct a systematic analysis on a game's user interface, and a player's behavior in a stressful and eerie environment.
- Hypothesized a core relationship between player types and interaction. Production of a multiplayer game, where users can interact with one another and interactive objects surrounding them was vital to conclude the live demo.