

Open to Relocation

LINKS

LinkedIn:// [abdullahabdelwahab](#)

Github:// [monstervich](#)

EDUCATION

MASTER OF SCIENCE IN INFORMATION ASSURANCE

St. Cloud State University (SCSU) | US

Expected Graduation Aug 2020

BACHELOR OF SCIENCE IN COMPUTER SYSTEMS

Heriot-Watt University (HWU) | UK

Graduated with Honors June 2018

SKILLS

BACKGROUND & INTERESTS

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

PROGRAMMING

Experienced:

C# • 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

ACADEMIC CULTURAL SHARING SCHOLARSHIP

Sept 2018

FIRST ABU DHABI BANK HACKATHON | 2nd Runner Up

Nov 2016

THE DIGITAL PAYMENTS HACK | 2nd Place

Oct 2016

INDIE GAME DEVFEST | Finalist

Nov 2015

ACTIVITIES AND INTERESTS

VIDEO GAME DEVELOPMENT CLUB | SCSU – President

Aug 2019 – Present

- 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 – Senator

Aug 2019 – Present

- 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

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 Steam release, giving vital feedback, and tested for bugs. [[store page](#)]

EXTRA CAKE P.R.A | Team Lead & ESL eSports Organiser

Aug 2015 – Sept 2015

- Worked with the organisers who brought the Middle East Film and Comic Con (MEFCC).
- Team Lead for the main stage and Electronic Sports League stage.
- Led a team of 30 outstanding volunteers.

PROJECTS

DISSERTATION GAME PROJECT | Sole Designer Unity3D | 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.

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, geometry models, various transformations and rotations, material and lighting shader iterations and an automated camera system alongside multiple user interactions upon the objects in the scene. [[artstation page](#)]

FGB AR | Pitcher, Developer & Designer Unity3D, 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/debit card. (C#)