



Hello, I'm Besmelh Alshaalan!

Welcome to my space! Feel free to browse through this presentation portfolio or visit my personal website at www.besmelh.me to learn more about my adventures!

A little about me...

Software Development

Graphic Design

Web Dev. & Design

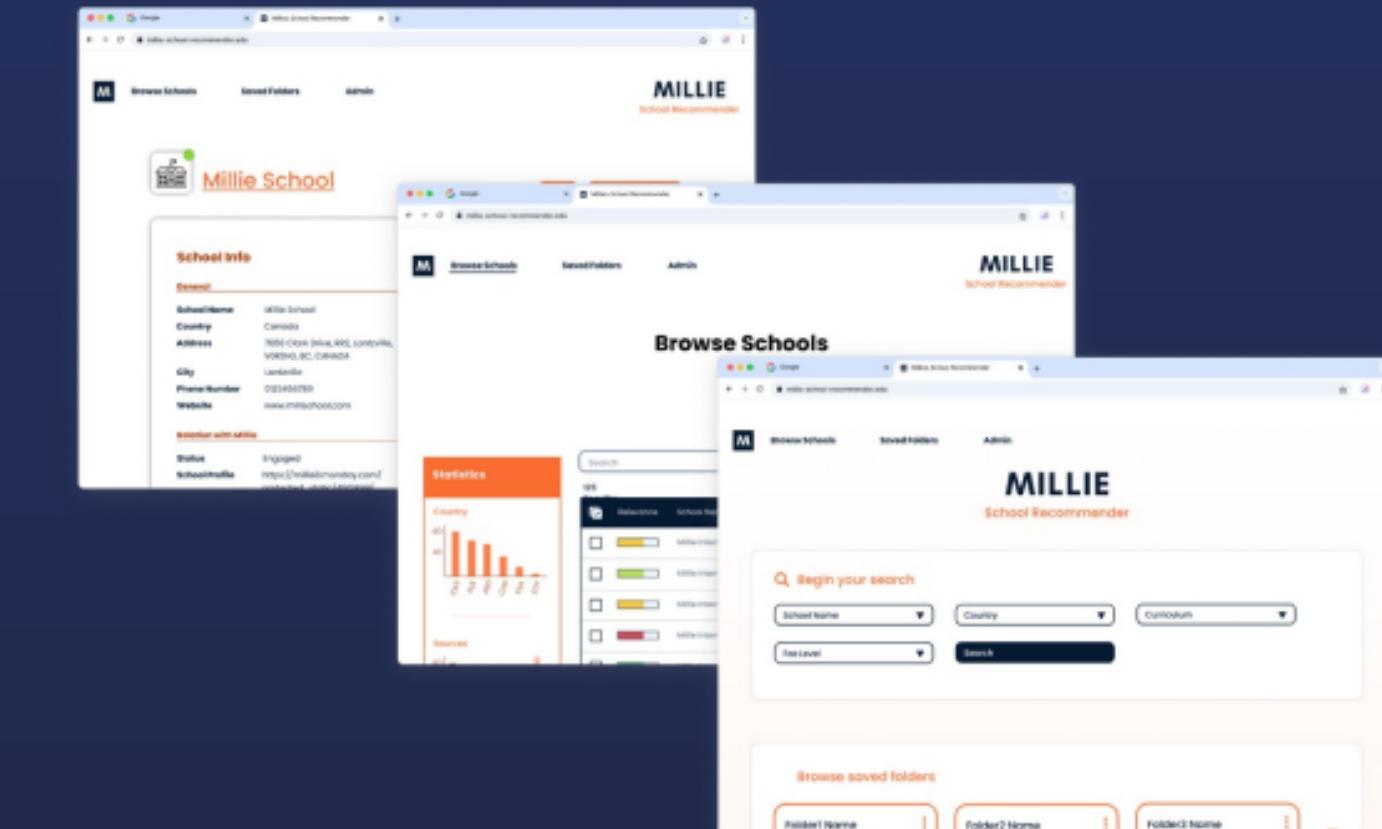
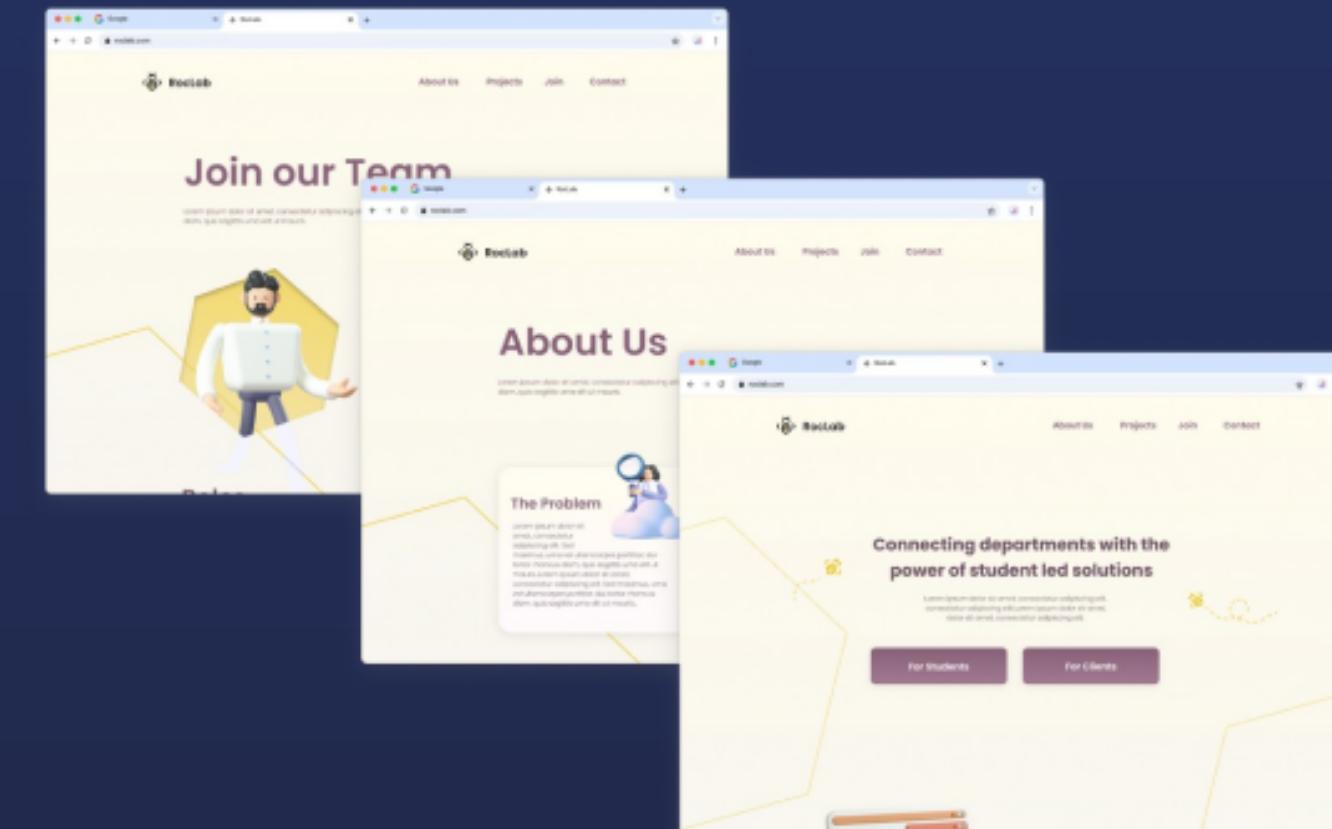
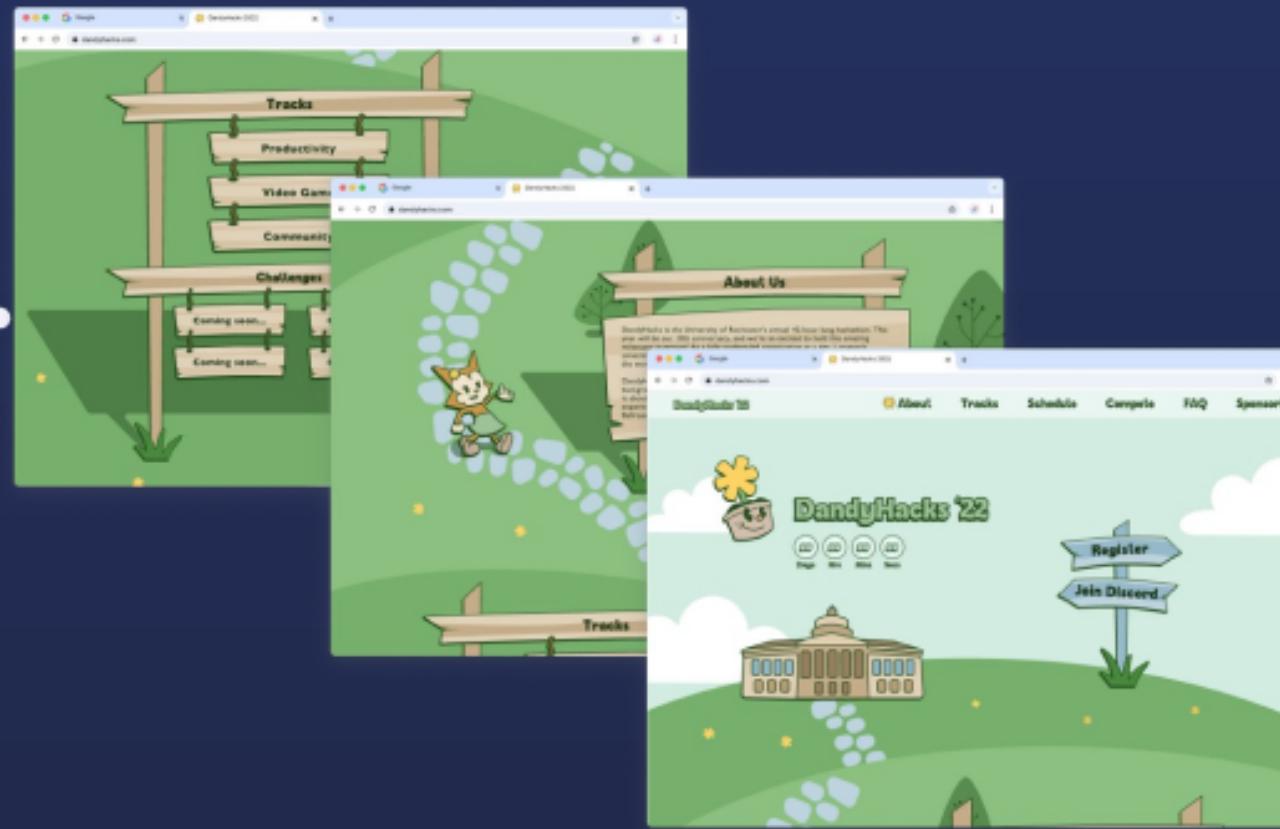
Game Dev. & Design

UI/UX

Computer Graphics

I've always enjoyed using code to bring engaging visuals to life — blending creativity with logic.

I'm especially interested in how computer graphics power animation, video games, and immersive experiences.



The following are screenshots of some of my website designs. In the next few slides I cover some of my favorite and most relevant projects.



Oil Exploration Game

at Saudi Aramco

VR Development & Educational Game Design



Oil Exploration Game at Saudi Aramco

VR Development & Educational Game Design

VR Game Development

Game Design

User Research

Unreal Engine

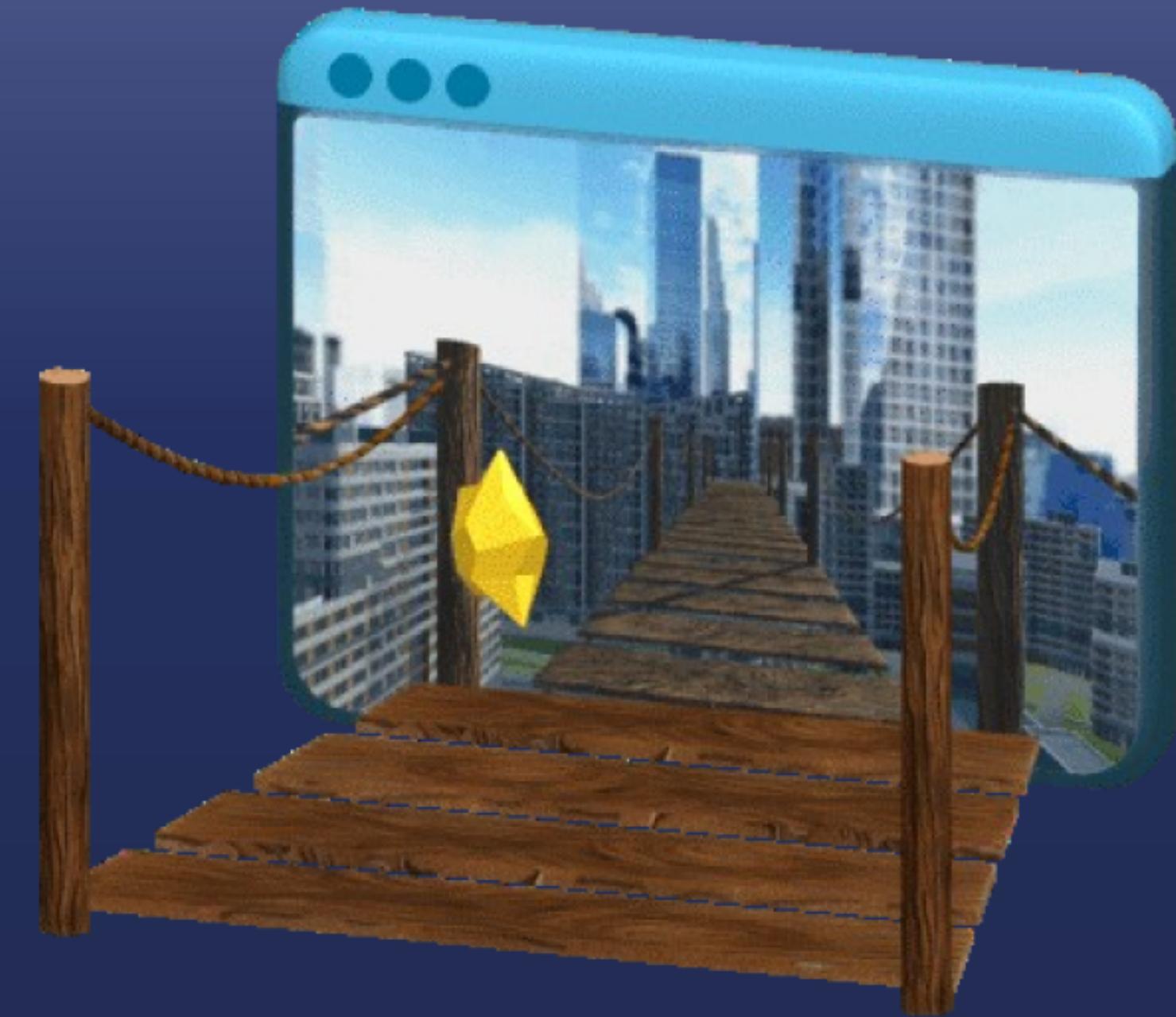
Task 1: Added functionality to existing VR games.

1. Added functionalities that use hand tracking.
2. Developed a reusable VR template to convert Meta (Oculus) games to HTC Vive Focus 3.
3. Solved hardware/software mismatches, despite limited HTC documentation.

Task 2: Designed a serious game to teach new hires about oil exploration.

1. Conducted interviews with engineers and educators.
2. Researched existing educational games and gamification strategies.
3. Prototyped the concept in Figma.
4. Got feedback from by team.

Presented the results to stakeholder, and delivered 30% of the game development cycle, ready for production.



Phobigone

VR game application to help users overcome their phobias (fear of the dark, heights, small spaces).



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VR Game Development

Game Design

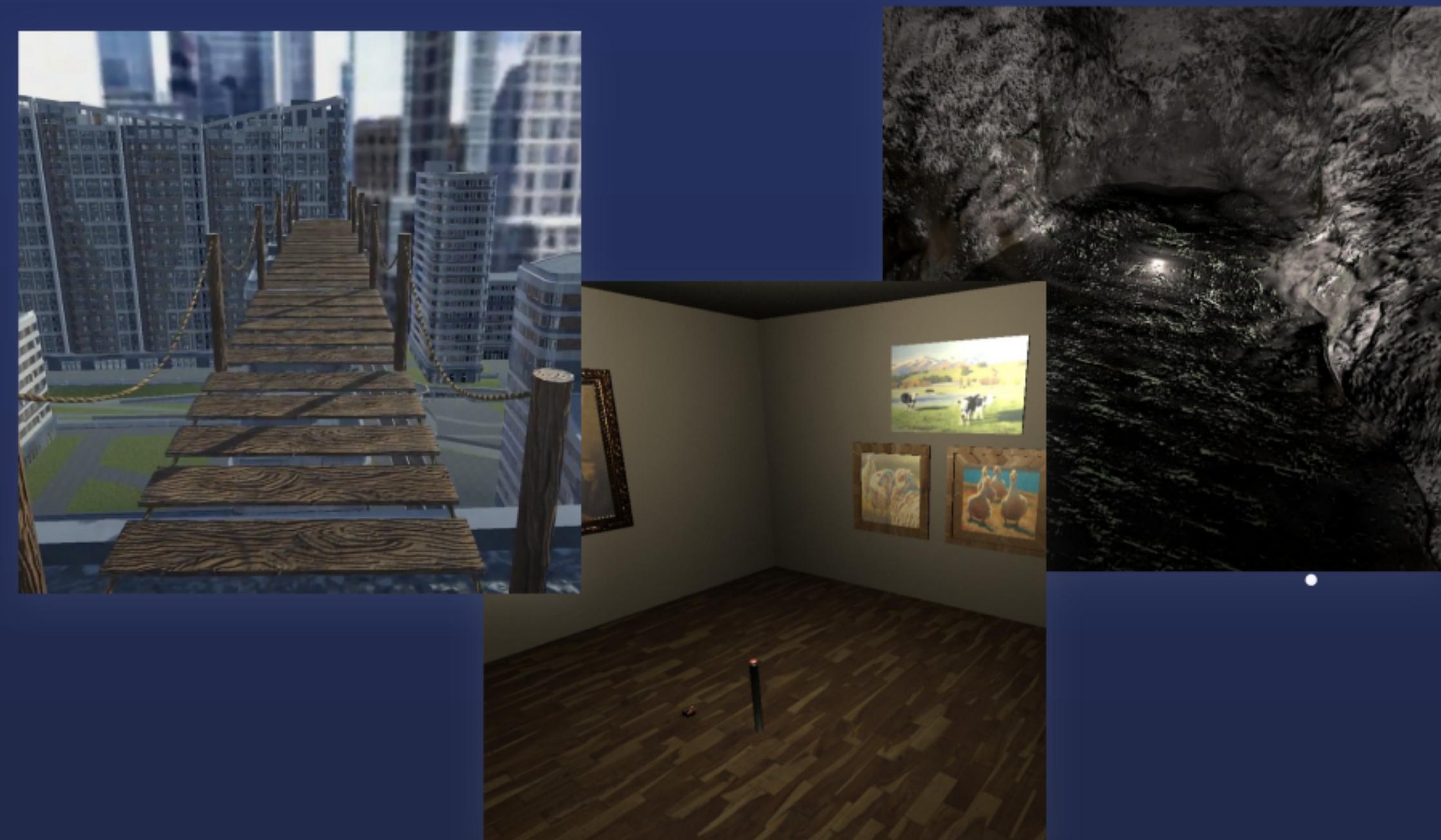
User Research

Teamwork

Unity

Blender

1. Users collect a star in each level to progress.
2. Designed the heights and claustrophobia levels for maximum immersion.
3. Conducted pre/post-user testing and surveys — surprisingly, some users developed new fears, reinforcing the need for early UX testing.





BalanceBuddy

Gamified website to balance between students' schoolwork & job search process.



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Gamified website to balance between students' schoolwork & job search process.

Web Development

UI/UX

User Research

Teamwork

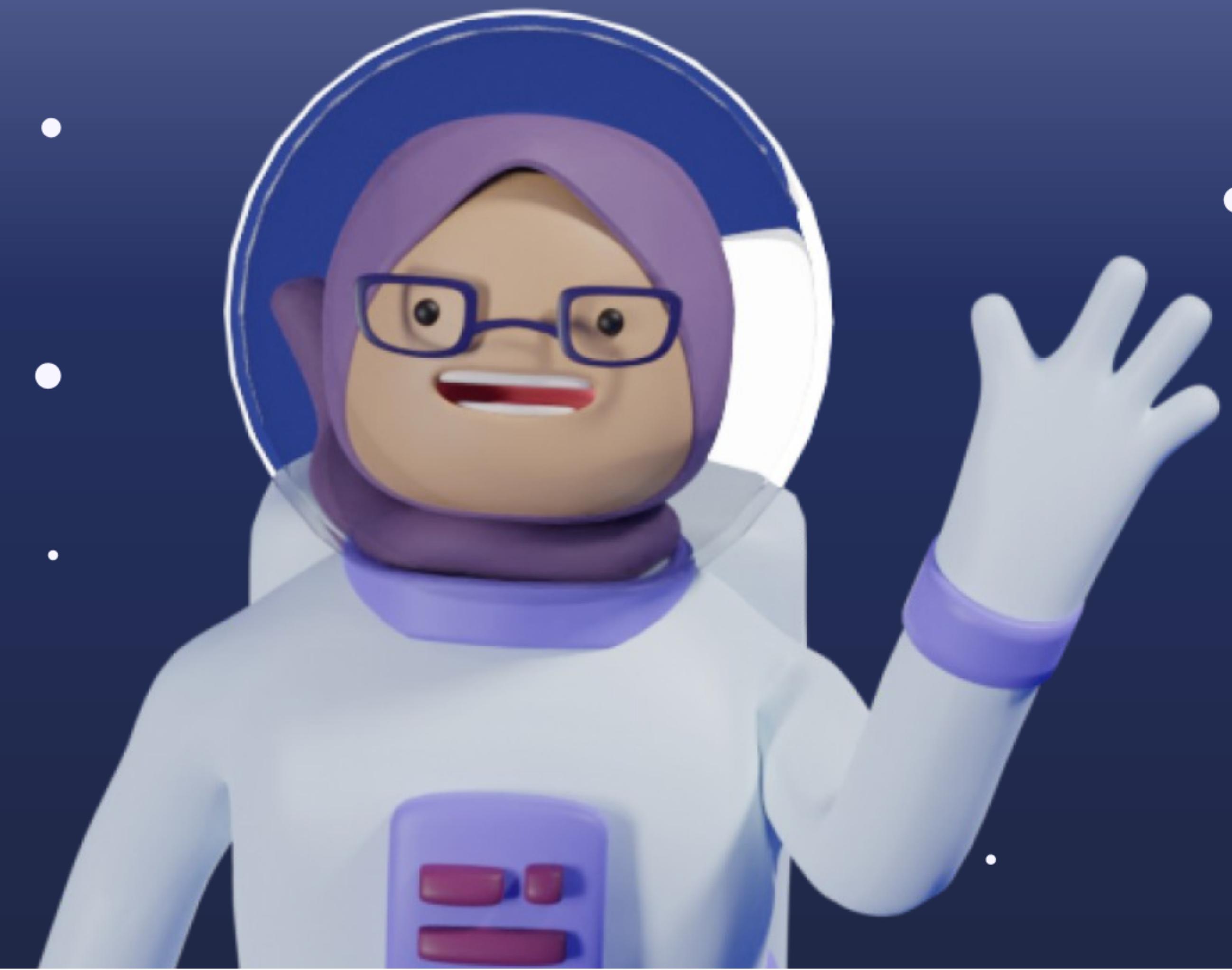
Figma

Features

1. Daily motivational tasks.
2. Roadmap with their progress in the job search process.
3. Visual gallery of motivational images tied to progress.
4. Notification sent via web-browser extension.

My Role

1. Designed and tested UX prototypes in Figma.
2. Back-end development with React and MongoDB.
3. Built a browser extension for daily task pop-ups.



Thank you!

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 besmelh.me