

Salman Haroobi

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Summary

Game Developer with expertise in game development and design. Experienced with all stages of the game development cycle for various types of games, including mobile, console, and PC. Proficient in multiple programming languages including C++, C#, and Java. Skilled in game engines such as Unity and Unreal Engine. Strong background in project management and customer relations, ensuring successful delivery of games that meet client expectations.

Skill Highlights

- Game project management
- Effective problem-solving
- Creative game design
- Innovative thinking
- Customer service-oriented

Experience

Game Developer - 09/2018 to 05/2023

- Collaborated with designers to create engaging game interfaces and user experiences.
- Developed project concepts and maintained optimal workflow throughout the game development cycle.
- Assisted senior developers in managing large, complex game design projects for corporate clients.
- Completed detailed programming and development tasks for game front-end and back-end server code.
- Conducted quality assurance tests to identify and resolve errors, and optimize game usability..

Education

Bachelor of Computer Science and IT: **Information Systems**
Jazan University.

Languages

Arabic
English

Certifications

- Game Development Frameworks: Unity, Unreal Engine.
- Game Engines: Unity, Unreal Engine.
- Game Development Platforms: Steam, iOS, Android, Xbox, PlayStation.
- Programming Languages: C++, C#, Java.
- Game Design: Game Theory and Mechanics.