

# Juma Abdulla Omar Al Dalail Al Remeithi

Generalist game developer with a significant interest in graphics & shaders. Including the underlying mathematics behind the computer graphics pipeline & 3D engines.

**Github** [github.com/j-2k](https://github.com/j-2k)  
**LinkedIn** [linkedin.com/in/jumaalremeithi](https://linkedin.com/in/jumaalremeithi)  
**Email** [jumaadbusiness@gmail.com](mailto:jumaadbusiness@gmail.com)

**Website** [j-2k.github.io](https://j-2k.github.io)  
**Location** Dubai, UAE  
**Languages** English & Arabic

## TECHNOLOGIES

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- **Advanced** Unity, C#
- **Intermediate** C++, Github/Git, SFML, HLSL/GLSL, TypeScript/JavaScript, MongoDB
- **Other Software** Photoshop, Blender, Sony Vegas, Premiere Pro, 3Ds Max

## WORK EXPERIENCE

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**Digital Dubai Authority** **Nov. 2022 – Present**  
*Software Developer* *Dubai, UAE*

- Worked on POCs such as Metaverse & Hackathon projects using Unity, & was the main developer working on the whole project pipeline including gameplay, shaders, & implementing UAEPASS.
- Front-End Development of UAE PASS Selfcare Website & UAE PASS Web Kiosk.

**Blue Monocle Software** **Dec. 2021 – Jan. 2022**  
*Game Developer Internship* *Dubai, UAE*

- Game Tester & Gameplay Developer on a released game called “[Bugged Dungeon](#)” on Steam.
- Helping all other non-developer roles with the Unity Engine, such as animators, editors, & artists.

**Knotgames** **Feb. 2021 – May. 2022**  
*Game Developer – Self-Employed* *Dubai, UAE*

- Generalist gameplay developer & shader developer/technical artist.
- Full-Stack developer, using MongoDB, JS, NJS, Express, & Unity.
- Worked on Multiplayer Networking integration using Photon.

## EDUCATION

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**SAE Institute Dubai** **Feb. 2019 – May. 2022**  
*Bachelor of Games Development (GPA 6/7)* *Dubai, UAE*

- Specialised in Games Programming, with a secondary focus on Games Design.
- Elective choice in 3D Modelling & Animation, using software such as 3Ds Max & Photoshop.

### SAE Best Game Project Awards

- **Pablo Let's Go Bar!** **Feb. 2021 – Aug. 2021**
  - Won showcase for best 2021 game project “Pablo Let's Go Bar!”. [PLGB on Itch.io](#)
- **Baa-Phomet!!!** **Jun. 2020 – Sep. 2020**
  - Won showcase for best 2020 game project “Baa-Phomet!!!”. [Baa-Phomet!!! on Itch.io](#)
- **Colours** **Oct. 2019 – Dec. 2019**
  - Won showcase for best 2019 game project “Colours”. [Colours on Itch.io](#)

## High School Diploma

*International School of Choneifat Dubai (86%)*

2004 – 2018

Dubai, UAE

- English, Mathematics, Statistics, Economics, Business, Arabic, & Islamic Education.

## CERTIFICATIONS & INTERESTS

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### Certifications

- Accelerated Computer Science Fundamentals Specialization in C++ ([Proof Of Completion](#))
- Object Oriented Programming in Java ([Proof Of Completion](#))
- All other Certifications can be viewed on my [Linkedin](#)

### Interests

- Computer Graphics topics like Rasterization, PPFx, Raytracing, DirectX/OpenGL/Vulkan, & Shaders.

## PROJECTS

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### Raytracing Project

Jun. 2023

- I created a raytracer from scratch to help myself understand crucial computer graphics concepts & essential mathematics required for computer graphics, [my Raytracing Repository on Github](#).

### Zolanore

Jan. 2022 – May. 2022

- Single-player, RPG, Hack N Slash, game. Worked as the Lead Developer, Designer, & Team Leader. [Zolanore on Itch.io](#)

### Boss Bunny Game Jam

May. 2021

- Participation in the BBGJ with an official entry called James Wick. [James Wick on Itch.io](#)

### Global Game Jam

Jan. 2021

- Participation in the game jam with an official entry called Skill Crisis. [Skill Crisis on Itch.io](#)

You can check my site [here](#) for a list of all the projects I have participated in/worked on, it includes games, & other technical topics that reside in shaders & graphics programming.