

Juma Abdulla Omar Al Dalail Al Remeithi

Generalist game developer with a great interest in computer graphics & the underlying mathematics behind computer graphics & 3D engines.

Github github.com/j-2k
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Email jumaadbusiness@gmail.com

Website j-2k.github.io
Location Dubai, UAE
Languages English & Arabic

TECHNOLOGIES

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

WORK EXPERIENCE

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

- Worked on POCs such as Metaverse & Hackathon projects, using Unity & worked on the whole pipeline including 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.
- Aiding 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.
- Back-end & Front-end developer, using MongoDB, JS, NJS, Express, & Unity.
- Worked on Multiplayer Networking integration using Photon.

EDUCATION

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

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

Raytracing Project

Jun. 2023

- I am creating a raytracer from scratch to help myself understand crucial computer graphics concepts & essential mathematics required for computer graphics. [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.