

Juma Abdulla Omar Al Dalail Al Remeithi

Generalist game developer with a great interest in computer graphics.

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Phone Hidden on web resume for obvious reasons,
contact me on email or linkedin for my #
Location Dubai, UAE
Languages English & Arabic

TECHNOLOGIES

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

WORK EXPERIENCE

Digital Dubai Authority **Oct. 2022 – Present**
Metaverse Developer *Dubai, UAE*

- Generalist gameplay developer, working on the whole game pipeline.
- Implementing APIs (OAuth 2.0 / UAEPASS).
- Technical Artist & Shader Developer.

Knotgames **Feb. 2021 – Jan. 2022**
Game Developer *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.

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.

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.

High School Diploma **Feb. 2019 – May. 2022**
International School of Choueifat Dubai (86%) *Dubai, UAE*

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

CERTIFICATIONS, INTERESTS

Certifications

- Accelerated Computer Science Fundamentals Specialization ([Proof Of Completion](#))

Interests

- Advanced Rendering Topics, Raytracing, DirectX/OpenGL/Vulkan, Computer Graphics.

PROJECTS

Zolanore

Jan. 2022 – May. 2022

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

SAE Best Studio Project

Feb. 2021 – Aug. 2021

- Won showcase for best studio game project “Pablo Let’s Go Bar!”. [PLGB 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](#)

For a list of all the projects that I have been a part of/worked on you can check my google site over [here](#).