

Mohamed Al-Hajji

COMPUTER ENGINEER | GAME DEVELOPER

PROFESSIONAL SUMMARY

I'm a computer engineering senior student with a strong foundation in C++ and Unreal Engine. Alongside completed university and online courses, I have the experience to show my wide knowledge in the field, stretching from programming to UI/UX design. I'm very versatile, a quick learner, and a team player.

Phone:

+905374494637

Email:

mohamedalhajji@hotmail.com

Spoken Languages:

- Arabic (Native)
- English (Fluent)

Websites:

- [LinkedIn](#)
- [Portfolio](#)

EDUCATION

BSc in Computer Engineering | 2022-2026

Bahçeşehir University, Istanbul, Turkey

- Relevant Coursework: Software Engineering Analysis and Design, Database Management Systems (RA, SQL & PL/SQL), Object-Oriented Programming (C++), Data Structures and Algorithms (C++), Formal Languages and Automata Theory, User Experience and Usability, Introduction to Networking.

PROFESSIONAL & PERSONAL EXPERIENCE

Rare Castle (Professional Experience on UE5)

- Developed the main gameplay loop using Unreal Engine's blueprints which included the responsive movement, NPC and object interactions, and animations.
- Developed and designed menus such as the main menu, settings, and HUD.
- Developed comprehensive AI systems for combat and interactions.

The Time Within (Personal Experience on UE5)

- Developed the entire game for Epic Games' course "Blueprint Scripting".
- An escape room game where there are 2 rooms on top of each other, one in the past and the other in the future, leading to the player solving puzzles that are interconnected with both rooms.

GambaSim (Personal Experience on UE5)

- Developed the entire game to expand my knowledge in the simulation genre.
- Designed custom playing cards from scratch using Figma and implemented smooth and satisfying animations to them.
- The game features multiple game modes including a fully functional Blackjack table, Spin The Wheel, and Poker, all with unique twists to keep the game interesting and replayable.

CERTIFICATES

- [Introduction to Game Design - Epic Games.](#)
- [User Experience in Game Design - Epic Games.](#)
- [Blueprint Scripting - Epic Games.](#)