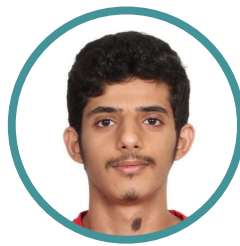


Ahmed Ghaleb

Netcode Developer



humadi2001@gmail.com

+601112344710

Johor Bahru, Malaysia

linkedin.com/in/humadi2001

WORK EXPERIENCE

Game Development - Intern Common Extract

08/2022 - 11/2022

Mobile Games | Roblox | Web3

Achievements/Tasks

- Transformed an educational project into a commercial product by optimizing the codebase for improved functionality and scalability.
- Built a custom module that connected to a Google Sheets database, providing a vast repository of words for use in the project.
- Developed intuitive and easy-to-use assets that were specifically designed to cater to the needs of level designers.

Contact: Rob Lee - +60 16-782 2973

Content Creator - Freelance Lucid Labs

12/2020 - 12/021

Achievements/Tasks

- Created short and informative videos on **Unity**, aimed at providing helpful tips and tricks to users.
- Developed engaging content that effectively communicated complex concepts related to Unity in a concise and easy-to-understand manner.
- Produced high-quality video content that showcased technical skills and expertise, while delivering value to the target audience.

VOLUNTEER EXPERIENCE

Head of Media Committee

INTERNATIONAL STUDENT SOCIETY - UTM

01/2023 - Present

Tasks/Achievements

- Coordinated the publicity activities for ISS events, ensuring that the event posters were visually striking and that the event details were effectively communicated through various online platforms.
- Developed a user-friendly ISS-Y **Telegram Bot** for FAQs, resulting in a significant reduction in enquiries during the first month of implementation.
- Led a team of five members to ensure effective collaboration and timely execution of tasks and responsibilities.

SKILLS

C#

Unity

Netcode

Git

Profreading

90WPM

Social Media Management

Video Editing

Graphic design (Canva)

PERSONAL PROJECTS

Tetris (03/2023 - 04/2023)

- Developed my own version of Tetris, a multiplayer game using Unity's new multiplayer services within a month.
- Utilized **Netcode**, **Lobby**, and **Relay** to create online and local multiplayer gameplay quickly and easily.
- Demonstrated proficiency in Unity's new multiplayer capabilities and their potential for developing engaging and competitive games.

Monopoly (06/2020 - Present)

- Developed and created a unique version of Monopoly from scratch using C# and various software engineering principles such as SOLID and design patterns, resulting in practical experience and proficiency in Object-Oriented Programming.
- Demonstrated a strong aptitude for game development by honing skills in AI, Pixel Art style, and other related areas, resulting in a captivating and engaging game that showcased my expertise in the field.
- Strengthened my foundational knowledge and confidence in game development and related fields by taking on the challenge of creating a fully functional version of Monopoly, which has prepared me for future opportunities and challenges in this exciting industry.

EDUCATION

Bachelor of Computer Science - Software Engineering

Universiti Teknologi Malaysia (UTM)

06/2021 - Present

3.24