


Abdullah Abdelati

Unity Game Developer

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in <https://www.linkedin.com/in/abdullah-abdelaty-a4a1b21a2/>  <https://github.com/Abdullah165>

Profile

Enthusiastic and dedicated junior Unity game developer with a strong passion for creating immersive gaming experiences. Proficient in Unity and skilled in C# programming language. Knowledgeable in game development principles and eager to contribute to a collaborative team. A quick learner with a proactive attitude, seeking an opportunity to apply and expand skills in a professional environment.

Education

Bachelor's of Software Engineering., *Assuit University*

01/2017 – 07/2021

Assuit, Egypt

Projects

<https://github.com/Abdullah165/Velocity-Surge>, *Velocity Surge (Racing Game)*

Racing game using Unity.

What I used:

- Unity Event system to decouple between classes.
- Unity New Input system to handle different inputs from different Platforms.
- Scriptable Objects to store data like Car Specifications
- Ray cast with Waypoint system for AI Cars Controller and many more

<https://github.com/Abdullah165/The-saving-and-fatal-steps>, *The-saving-and-fatal-steps*

Jump here and there and watch your steps maybe it will be the last one. I used the Interface concept here to handle whatever player will collide with and the unity event system to decouple between classes.

<https://github.com/Abdullah165/Fruit-Ninja>, *Fruit-Ninja*

Fruit Ninja in Unity 🍎🔪. I used the Unity event system to decouple between classes and the Interface concept to handle whatever that player will collide with.

<https://github.com/Abdullah165/Serpent-Day>, *Serpent Day*

Let Mr. Snake jump up and get rid of the bugs and rotten leaves and make sure to take the extra time to get rid of more of them.

Skills

- Unity Game Development
- Object-Oriented Programming (OOP)
- Problem Solving
- Team Collaboration
- C# Programming
- Asset Creation using Blender
- Version Control (Git)
- Strong Communication Skills

Languages

- Arabic
- English