

Abdulrahman Mohammed

Unity Developer

CONTACT

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PROFESSIONAL SUMMARY

Unity Game Developer with 4+ years of experience developing games for Mobile, WebGL, and PC. Experienced in multiplayer development, game backend systems, clean code, design patterns, and performance optimization, with hands-on experience using Netcode for GameObjects, brainCloud, Unity Gaming Services, Supabase, MySQL, PHP, and OAuth. Also experienced in social game features, player and match data systems, 3D workflows, Shader Graph, UI Toolkit, MediaPipe body tracking, and publishing Android games through Google Play Console.

PROFESSIONAL EXPERIENCE

Unity Developer | 2025–2026 -----

AI Arcade Studio

- **Developed a Virtual Lab Builder** in Unity with a node-based system and PHP/MySQL backend.
- Developed multiplayer games using **Netcode for GameObjects**, including a quiz racing game and a team-based FPS quiz game with AI players.
- Worked on an **Esports Board Game Collection** featuring Chess, Ludo, tournaments, friends, online/offline/AI modes, and backend match/player data tracking.
- Developed **5+ educational Unity mini-games** and simulations for subjects such as chemistry and physics.

Unity Developer Contributor | 2025 -----

Orpita Games Studio (Starter Studio)

- **Collaborated** with a small indie team on a Game Jam project, contributing ideas and organizing the project workflow among the team.

Unity Developer | 2021–2025 -----

Freelancer

- Currently developing **Baloot game**, an online multiplayer Unity game using **brainCloud** and **Supabase**, with custom backend, social, LiveOps, and administration systems.
- Developed a Unity quiz game using **Addressables** and backend data storage.
- Developed a **MediaPipe body-tracking system** that maps real-time human movement to a 3D character.
- Developed a **Unity-based HoloBox display system** for controlling 3D products, lighting, animations, and presentation settings.
- Participated in **3 Game Jams** and worked on additional Unity, 3D, and interactive projects.

Graphic Design | 2018–2019 -----

AI Motwada Company

- Designed banners, storefront signs, advertisements, and promotional cards for local shops

EDUCATION

New Cairo Academy | 2019 –2023
Bachelor's Degree in Information Systems

CERTIFICATES

The Ultimate Unity Coloring & Painting Course | 2025

Udemy

Python Programming | 2024

Mahara-Tech

Stock Trading | 2022

Egyptian Sciences House

Make Online Games Using Unity's Multiplayer Framework | 2025

Udemy

Web Development & Web Design | 2019

It Sharks

Graphic Design & Motion Graphic | 2018

Envision Academy

LANGUAGES

ARABIC (NATIVE) · ENGLISH (GOOD)

UNITY & GAME DEVELOPMENT

UNITY · C# · UI TOOLKIT · ADDRESSABLES · SHADER GRAPH · ANIMATION SYSTEMS · ANIMATION RIGGING · INVERSE KINEMATICS (IK) · DOTWEEN · CINEMACHINE · UNITY INPUT SYSTEM · UNITY PROFILER · MEMORY PROFILER · OBJECT POOLING · GC ALLOCATION OPTIMIZATION

MULTIPLAYER & BACKEND

NETCODE FOR GAMEOBJECTS · BRAINCLOUD · UNITY GAMING SERVICES (UGS) · SERVER-AUTHORITATIVE LOGIC · SERVER-SIDE VALIDATION · SUPABASE · MYSQL · REST APIS · OAUTH 2.0

PROGRAMMING & WEB

C# · PHP · JAVASCRIPT · PYTHON · HTML · CSS · JQUERY

3D & TECHNICAL ART

BLENDER · SUBSTANCE PAINTER · MARVELOUS DESIGNER · CASCADEUR · RIZOMUV · TOPOGUN 3 · MARMOSET TOOLBAG · HOUDINI · RIGGING · ANIMATION · RETOPOLOGY · UV MAPPING · TEXTURING

DEVELOPMENT TOOLS & DEPLOYMENT

GIT · GITHUB · GOOGLE PLAY CONSOLE · PROBUILDER

INTERACTIVE & MULTIMEDIA

MEDIAPIPE · REAL-TIME BODY TRACKING · TOUCHDESIGNER · SOCKET COMMUNICATION

AI-ASSISTED CREATIVE WORKFLOWS

GAME IDEATION · CONCEPT DEVELOPMENT · VISUAL PROTOTYPING · IMAGE GENERATION · VIDEO GENERATION · VOICE & AUDIO GENERATION

DESIGN & ADDITIONAL SOFTWARE

ADOBE PHOTOSHOP · ADOBE ILLUSTRATOR · ADOBE AFTER EFFECTS · ADOBE INDESIGN · CORELDRAW · MICROSOFT OFFICE · MICROSOFT DYNAMICS 365