

Angelo Allaham

Junior Game Programmer

Showcased Work



Contacts



Hard Skills:

- Unity | Advanced
- C# | Advanced
- Agile | Advanced
- Git | Advanced
- HTML | Intermediate
- CSS | Intermediate

Soft Skills:

- Critical Thinking
- Problem-Solving
- Communication
- Team Collaboration
- Leadership
- Organized
- Time Management

Language:

- English | Advanced
- Arabic Speaking | Beginner

About Me:

I am a junior game programmer who is excited to start working in the industry. With experience of working on projects with others at university which can be found on my [Portfolio](#).

Education:

SAE University College Dubai,
Bachelor of Games Development
2022 - 2025

Work Experience

Internship position at Universal Phoenix Group LLC

- I had the position for 5 weeks
- I helped to create demos of mechanics that were in the planned documentation
- I learned about how to work with and test Unity VR, as well as how to work with a team and prepare for meetings.

University Experience:

- Worked with others to develop eight game prototypes and demos during my studies.
- Five of the games I worked on were nominated to be showcased.
- Collaborated with game designers, animators and audio engineers to create game prototypes on multiple occasions.
- Planned numerous projects in groups using Agile.
- Programmed different types of procedural generation for two games.
- Programmed a tool using visual scripting that allows the designers to create aspects of the game using a graph in Unity.