

Mohammed Khadadeh

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A multidisciplinary game developer with over 6 years of experience in Unity, C#, and writing clean, scalable code, including UI, physics-based systems, XR player controllers, modular code for networked and non-networked entities, input customization, shaders, design patterns, and optimized algorithms.

Professional Experience

Game Developer (Contractor)

@ **GroundUp Games** (Sept. 2022 – Present)

Responsibilities –

Developing a LAN game in Unity using the Mirror networking framework; coding character state machines, and a dependency injection-based controller logic system focused on easy implementation of player, AI, and networked controls; designing an optimized architecture for singleplayer and multiplayer play; testing and debugging on multiple different devices (mobile and PC); documenting code and systems.

XR Lab Co-Manager and Technician

@ **Santa Clara University** (Sept. 2021 – Aug. 2022)

Responsibilities –

Assisted in teaching a class on XR development in Unity; mentored game development students; set up, maintained, and administered all computers in the XR lab; worked with faculty on developing XR experiences to facilitate research.

Skills

Languages: C# (.NET), HTML, CSS, JavaScript (including Node.JS and Electron.JS), GLSL, Godot Shaders, C++, Python.

Software and Tools: Unity, Godot Engine, Visual Studio, Github, Blender, AutoDesk Maya, Adobe Photoshop, Illustrator, and InDesign, Substance Designer and Painter, MS Office, LibreOffice.

Language Proficiency: fluent in English and Arabic.

Soft Skills: Communication, collaboration, time management, problem-solving, troubleshooting, independent work.

Education

Double Major: Bachelors of Science, **Computer Science** (with an emphasis on art and graphics) and **Studio Art**
Santa Clara University (2017 – 2021).

Game Development Projects

I Dare You To Start This Game (2024), a UI puzzler.

Submitted to Acerola Jam 0

Tools and Languages: Godot Engine 4, GDScript, Godot's shader language.

Role: *Lead Programmer, Designer, and Artist* –

Designed and implemented a custom UI system with polygonal buttons; coded shaders to programmatically create textures for game-generated button shapes; used the strategy pattern to create a scalable game system allowing for easy introduction of new features; used GDScript to create an HTML5 build; developed solo.

Poly – Rule (2024 – 2023), a 2D polygon puzzler.

Tools and Languages: Unity, C#, ShaderGraph, Electron.JS, JavaScript, HTML, CSS.

Role: *Lead Programmer, Designer, and Artist* –

Designed all game mechanics and levels; programmed procedural generation and rendering of polygon meshes, UI pagination based on level data, connected graph-checking algorithms, and a level editor in Electron.JS that exports levels as JSON files; made all shaders using ShaderGraph; developed solo.

Star – Line (2022), a creative 3D stargazing experience.

Tools and Languages: Unity, C#.

Role: *Lead Programmer and Designer* –

Designed all mechanics; programmed contextual control systems, save data the in-game journal, an algorithm to map 3D points on a sphere to a 2D plane, and all UI elements; designed the UI/UX for the game; collaborated with a partner.

Bata (2020 – 2021), a 2.5D platformer.

Tools and Languages: Unity, C#

Role: *Programmer and Lead Designer* –

Prototyped and programmed player and enemy state machines specifications; designed levels with branching paths; programmed control rebinding using Unity's Input System, enemy logic, and UI systems; collaborated with a team of 20+ people.