

ABDALLAH FAHED ALZAGHLAWAN

JUNIOR GAME DEVELOPER — UNITY & UNREAL ENGINE 5

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PROFESSIONAL SUMMARY

Junior Game Developer and recent Multimedia graduate with hands-on experience across Unity (2D/3D), Unreal Engine 5 Blueprints, and interactive media, gained through a 7-month studio internship at Maysalward and independent prototyping. Delivered 8+ functional prototypes spanning single-player, multiplayer, AR, and VR, including a fully playable Unreal Engine horror-puzzle title built around psychological tension and physiological-input mechanics (breathing, blinking). Comfortable owning a feature end-to-end: mechanics design, implementation, debugging, and playtesting.

TECHNICAL SKILLS

Game Engines	Unity (2D/3D) · Unreal Engine 5 (Blueprints)
Programming	C# · Gameplay systems architecture
Gameplay Systems	Interaction & item inspection · shooting mechanics · save/load systems · core gameplay loops · rapid prototyping
Multiplayer & XR	Multiplayer prototype development & testing · AR/VR development in Unity
Cinematics & 3D	Cutscenes & cinematic sequences · Maya modeling, UV mapping, basic rigging
Design & AI Tools	Photoshop · Illustrator · ChatGPT · Kling · Magnific

EXPERIENCE

Game Development Intern | Maysalward

Mar 2025 – Oct 2025

- Developed 5+ 2D and 3D gameplay prototypes in Unity/C#, implementing core mechanics from design spec through playable build.
- Built and tested a multiplayer prototype (client-server sync, session testing) and one AR and one VR prototype from concept to playtest.
- Ran structured debugging and playtesting cycles that fed directly into iteration on mechanics and mobile-workflow decisions within a professional studio pipeline.

Member & Volunteer | Jordan Gaming Lab — Present

- Participate in technical workshops and community game-development programs, collaborating with local developers on shared prototypes.

SELECTED PROJECTS

Last Breath — Unreal Engine 5 Horror-Puzzle Prototype

- Designed a first-person escape prototype built around breathing and blinking as core input mechanics, tying player physiology to tension pacing.
- Implemented interaction, item-inspection, puzzle, save, and cinematic systems entirely in Unreal Engine 5 Blueprints.
- Ran iterative playtesting sessions and revised puzzle pacing and mechanics based on player feedback. Full breakdown available in portfolio.

Unity Prototype Collection — Personal & Challenge Projects

- Built standalone 2D/3D systems covering interaction, shooting, save/load, and multiplayer mechanics as individual prototyping exercises.
- Developed and tested AR and VR prototypes in Unity, including full interaction-system implementation.

EDUCATION

Bachelor of Multimedia | Al-Zaytoonah University of Jordan — Amman, Jordan | Graduated January 2026

Game Development & Design Training | SAE Institute Amman / LTUC — Apr 2026 – Jun 2026 (Completed)

TRAINING & ACTIVITIES

- Game Zanga 2025 — Contributed to the design and development of a playable game prototype.
- Pocket Gamer Connects Jordan 2025 — Attended the regional gaming-industry conference in Aqaba.

LANGUAGES

Arabic (Native) | English (Conversational)