

ABDULLAH BADAWY



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SKILLS

Game Development

Unity3D Game Development using C#

Computer Graphics

OpenGL, WebGL, GLSL, CG, Cinder and Three.JS

Desktop Application Development

C# and .NET Technologies (ADO.NET, LINQ, EF, Windows Forms, WPF)

Programming Languages

C#, C++, JavaScript

Summary

Unity Certified Expert Programmer with over 8 years of extensive experience in the dynamic field of game development. A passionate enthusiast for computer graphics, specializing in the creation of high-fidelity games for both PC and mobile platforms

Work History

Nov 2022
Present

Software Engineer *Unity Technologies*

As a software engineer within the [Accelerate Solutions](#) team, I provide consultation and co-development services to clients in the fields of graphics programming and gameplay programming.

Aug 2021
Oct. 2022

Graphics Programmer *Chimera Entertainment*

Worked on the "[Songs of Silence](#)" game, specializing in:

- Graphics Programming: Customizing the rendering pipeline and collaborating with technical artists to balance graphical quality and performance
- Gameplay Programming: Developing some gameplay systems and core features

Nov 2017
Jul 2021

Game Developer *TELI – University of Hong Kong*

Focused on developing educational games and gamified applications for university courses.

Mar 2017
Oct 2017

Unity3d Developer *Praxilabs*

Worked on developing 3d virtual laboratory (Chemistry and Biology) educational application, targeting high schools and universities students.

Jan 2016
Oct 2016

Virtual Reality Developer *BytesStudios*

Designed and developed Arch-Viz virtual reality experience using Unity3D and Unreal for various VR headsets.

Sep 2013
Jul 2015

Teaching Assistant *Information Technology institute(ITI)*

Responsibilities included:

- Developing curriculum for the nine-month Game Development Diploma.
- Teaching subjects such as Mathematics for Game Development, Computer Graphics with OpenGL, Web Gaming using WebGL and Three. Js, and Unity3d Game Development.
- Managing students gaming projects.

Jan 2014
Present

Indie Game Developer

- Designing, implementing, testing and publishing personal gaming ideas.
- Creating and publishing Unity3d assets and tools ([asset store publisher account](#)).

Education

2012 - 2013

9-Month Postgraduate Diploma, Game Development *Information Technology institute (ITI)*

- Achieved the top rank in the class, graduating 1st out of 11 students.
- Completed a successful graduation project titled "1001 Rope", a 2D physics-based casual game for mobiles and tablets developed using Unity.

2007 - 2012

B.Sc. Degree in Computer Engineering

[Helwan University](#)

- Graduated with distinction, ranking 6th out of 120 students.
- Maintained a high cumulative grade, earning a "Very Good" classification.

Certificates

2020 - 2022

Unity Certified Expert Programmer

[Certificate](#)

Earned the highest tier certification awarded by Unity, acknowledging expertise and extensive experience in programming.

Volunteer Work

2014 - 2017

Organizer

[Global Game Jam](#)

Served as an event organizer for the annual Global Game Jam Egypt, hosted by ITI-EGJ.

Honors & Awards

Mar 2016

Unity3d Developer Contest 2016

[Honorable Mention](#)

Received an Honorable Mention award for the game "Dabdob", placing it among the top 20 games in the contest.

April 2016

IMGA MENA

[Nomination](#)

Earned a nomination for the game "Dabdob" at the 1st IMGA MENA (International Mobile Gaming Awards MENA).

Freelance and Indie Projects

Mar 2020

Classify - indie game

[Play Store](#) | [App Store](#)

Hyper casual game for android and IOS

Jul 2014
Dec 2015

Dabdob - indie game

[Play Store](#) | [Windows Phone Store](#)

2D physics puzzle game designed for mobiles and tablets.

The game received an **honorable mention prize** in the [Unity3D 2016 Contest](#)

2013-01
2013-09

E-Robot - freelance project

[Demo](#)

Worked on the "E-Robot" project as a freelance developer. This educational embedded system application was created for children and teenagers. The application, developed using C# and Windows Forms, allowed users to create programming logic graphically. The application would then convert this logic into C equivalent code and burn it onto a microcontroller using a custom kit designed for this purpose.

Languages

Arabic

Mother tongue

English

Full professional proficiency