



# Ammar Albreiki

Game Developer

Portfolio:

<https://amalbrei.vercel.app/>

## Contact

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<https://github.com/APejon/APejon>

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## About Me

Cooperative and self-motivated programmer, with a strong commitment to continuous learning, ethical coding and organized work. My goal is to develop within the field of "Game Development" to create enjoyable and state of the art entertainment for the Middle East, delivering innovative experiences and unforgettable memories.

## Skills

- Unity
- Unreal Engine
- Github
- C / C++ / C#
- Blender
- Teamwork
- Creativity
- Adaptability
- Multitasking
- Task Delegation
- Presentation

## Education

- Diploma in Software Development**  
42 Abu Dhabi 2022 - 2024
- Masters in International Business**  
Hult International Business School 2020 - 2021
- Bachelor of Biomedical Engineering**  
Khalifa University 2013 - 2017

## Experience

- Game Developer**  
Khosouf Studio Oct 2024 - Present  
Contributed to numerous projects run by the team, dedicating time for coding & handling events as tasked.
  - Took the lead developer role of the company's Third IP, "GlitchCore"
  - Provided decisive input for development of projects from clients and their showcase during meetings and events
- Endless Studio Peer Mentor**  
Endless Studio On contract basis  
Provided mentorship across different programs for game development students, giving support and guidance to students creating games.
- Endless Studio Game Dev Program**  
Endless Studio Nov 2023 - Jun 2024  
Joined a team to create a game within 6 months
  - Utilized Unity and its features to contribute in creating a game, including inventory, combat, animations, assets and UI programming

## Projects

- Transcendence(42 Abu Dhabi):** Built a JavaScript multiplayer ping pong game with puck physics, collision, and four-player support.
- Cub3D(42 Abu Dhabi):** Created a C-based 3D ray-cast maze game with textures, movement, and rendering systems.
- A Gear in Whimsy (Endless Program):** Designed a 3D exploration and crafting game featuring combat, resources, and consumables.
- Rahala (CTRL Game Jam 2024):** Developed an adventure game with stamina, trivia cutscenes, and dynamic travel mechanics.
- Matter of Size (GMTK Game Jam 2024):** Built a puzzle escape game using size manipulation and object interaction mechanics.

## Certifications

- Unity Certified User: Programmer – Unity Technologies
- Unity Certified User: Artist – Unity Technologies
- Introduction to Unreal Engine – Reality Forge
- Intermediate Figma for Developers – Frontend Masters