BASHAR AL-BOUZALI

GAME DEVELOPER & XR PROGRAMMER

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PROFESSIONAL SUMMARY

Innovative and highly skilled Game Developer & XR Programmer with a strong academic foundation in Virtual Reality (B.Sc.) and hands-on experience in Unreal Engine 5, Unity, and C++/C# programming. Specialized in crafting 3D/VR/AR gameplay mechanics, audio-driven AI perception systems, physics interactions, and spatial UI architecture. Demonstrated success in publishing playable game prototypes, conducting technical VR workshops, and collaborating in fast-paced game jams and industry hackathons.

TECHNICAL & PERSONAL SKILLS

- **Game Engines & Frameworks:** Unreal Engine 5 (Blueprints, C++ Integration, AI Perception), Unity (C#, Scriptable Objects, XR Interaction Toolkit, URP).
- **Programming Languages:** C#, C++, Object-Oriented Programming (OOP), Data Structures, Algorithms.
- **XR & Specialized Tools:** Oculus Integration, AR Foundation, Spatial Audio Implementation, Physics & Raycasting, Git, GitHub, Itch.io Publishing.
- **Core Technical Domains:** AI Perception Systems, Procedural Generation Loops, UI Architecture, Mesh/Sprite Handling, Game State Management, Autodesk Maya Modeling.
- **Soft Skills & Competencies:** Problem Solving, Critical Thinking, Team Collaboration, Time Management, Adaptability, Technical Communication.

FEATURED GAME PROJECTS

Hush / 3D First-Person Stealth Horror Game (Unreal Engine 5) July 2026

- Architected a 3D playable first-person stealth horror game focused on dynamic audio-based AI perception and enemy tracking logic.
- Engineered core gameplay loops including procedural enemy spawning, round progression systems, interactive environmental mechanics (doors, battery management, keycards), and custom HUD/UI.
- Published a fully functional prototype on itch.io to showcase 3D gameplay mechanics, environmental atmospheric sound design, and AI response.

Trivia Trick / Educational VR Experience (Unity) 2025

- Developed an immersive VR learning experience in Unity tailored to improve cognitive attention and learning skills for users with ADHD and learning difficulties.
- Integrated interactive 3D quiz mechanics, hand tracking/controller interactions, dynamic scoring systems, and spatial audio feedback.

AR Dart Game - Mobile AR Experience (Unity & AR Foundation) 2025

- Built a physics-based 3D mobile AR throwing game featuring accurate raycasting, surface plane detection, and realistic trajectory physics.
- Optimized mobile rendering performance and user interface responsiveness for smooth real-time target tracking.

Color Memory - Mobile Memory Puzzle Game (Unity 2D) 2024

- Designed and programmed a 2D color sequence memory puzzle game with dynamic difficulty scaling and saved state progression.
- Implemented smooth UI animations, audio feedback, and high-score tracking systems.

WORK EXPERIENCE

Game Developer & Programmer — Freelance Mar 2022 – Present

- Engineered 2D, 3D, and VR games for PC and Mobile using Unity engine and C# scripts.
- Developed modular gameplay loops, motion/touch interaction schemes, and custom game physics.
- Utilized Git and GitHub for code maintenance, asset tracking, and project version management.

Game Development Intern — Maysalward Jun 2024 – Jul 2024 | Amman, Jordan

- Programmed gameplay systems, mechanics, and UI logic in Unity using C#.
- Integrated 2D/3D art assets, animation controllers, and audio assets into active game builds.
- Participated in rapid feature prototyping, mechanics balancing, playtesting, and performance optimization.

Game Developer Intern / Trainee — Jordan Gaming Lab / Maysalward 2024–2025

- Participated in specialized training modules focused on game design principles, rapid prototyping, and mobile game mechanics.
- Collaborated with peer developers and industry mentors to build playable 2D and 3D prototypes using Unity and industry-standard workflows.

CERTIFICATIONS & INTENSIVE TRAINING

Game Development Course — SAE Institute 2026

- Specialized training in Unreal Engine 5, 3D environment design, interactive systems, and modeling using Autodesk Maya.

Game Development Courses (2D, 3D, & Multiplayer) — Jordan Gaming Lab 2023–2025

- Completed intensive technical tracks covering 2D Game Development, 3D Game Systems, Multiplayer Architecture, and Interactive Gameplay Mechanics.

Blender 3D Modeling & Asset Creation - Online Certification 2024

- Mastered 3D asset creation, low-poly modeling, UV unwrapping, texturing, and asset export pipelines tailored for Unity and Unreal Engine integration.

Aspire Leaders Program - Aspire Institute (Founded at Harvard University) 2026

- Completed a 40-hour fully funded global leadership program focusing on critical thinking, social impact, masterclasses led by world-class educators, and collaborative problem-solving.

HACKATHONS & KEY ACTIVITIES

PSUT Game Fest Hackathon — Princess Sumaya University for Technology 2025

- Collaborated in a fast-paced game jam team to prototype environmental awareness game concepts within tight deadline constraints, applying rapid C#/Unity development.

EDUCATION & LANGUAGES

Bachelor's Degree in Virtual Reality - Al-Balqa Applied University - College of Artificial Intelligence 2021–2025

- Specialized in VR/AR development, interactive media, 2D/3D game design, image processing, and artificial intelligence.

Languages: Arabic (Native) | English (Professional Working Proficiency)