

Mohammad Aldehayat

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EDUCATION

2021– Present

Game Studies and Engineering
Master of Science
University of Klagenfurt

2016–2020

Computer Science
Bachelor's
University of Jordan

SKILLS

Programming

- Unity/C#
- C++
- Rust
- Lua

Software

- Visual Studio
- git
- SDL
- Unreal engine

CONTESTS

Competitive Programming:

- [4th place](#), Jordanian Olympiad in Informatics (2015)
- [4th place](#), JCPC (Jordan, 2017), [5th place](#) (2018)
- [55th place out of 2600](#), IEEE Xtreme 12 (2018)
- [38th place out of 190](#), UKIEPC (UK, 2019)

WORK EXPERIENCE

Programmer | Rababa Games
2019-2021

- Programmed network layer that ensured reliable synchronization of game-related information among players and effectively managed network failures to enhance the user's online experience. Using C# and Unity3D.
- Developed a game save system using C#. It incorporated robust mechanisms to handle crashes during the saving process, ensuring data integrity and player experience.
- Worked extensively on the PS4 version, gaining in depth knowledge of the PS4 SDK and publishing pipeline, and integrated PlayStation Network features to significantly enhance user experience.
- Created a native C++ plugins including Logitech steering wheel integration for PS4.

PROJECTS Dehayat.com

C++ Game Engine

2D game engine to study game development:

- Efficient sprite rendering, Box2D physics integration, and comprehensive asset management.
- ECS architecture using EnTT.
- Standardized processes for readability and debugging.
- Lua scripting support and a fully-featured level editor.

Rosa

A 2.5D action side scroller I made this game because I wanted to study AI and prototype game mechanics:

- Behaviour tree AI
- State Machine AI.
- Grappling Hook/Combat gameplay.
- Utilized IK and Animation State blending.

COMMUNITY INVOLVEMENT

- Led game development workshops at the University of Jordan.
- Mentored university students in game development projects.
- Organized contests and prepared problem sets for Jordan programming competitions.