

Mohammad Aldehayat

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Klagenfurt, Austria

Experience

July 2019 - July 2021

Programmer | Rababa Games

- Worked on an upcoming online PS4 game made with Unity:
 - Was responsible for communicating requirements and progress with other departments.
 - Prototyping gameplay mechanics.
 - Implemented a number of gameplay systems and mechanics.
 - Designed the overall architecture of the game.
- Worked on "[Hajwala](#)" one of the most popular racing games in the middle east with more than 40 million users:
 - Programmed Game Systems in C# using the Unity game engine.
 - Implemented asynchronous Save system to store game progress and customization settings.
 - Worked on the PS4 version of the game and gained knowledge of how the PS4 SDK works.
 - Created a native C++ plugin for Logitech steering wheel.
 - Integrated PSN features.

Skills

- Unity / C#
- Algorithms and Data structures
- C++
- Visual Studio
- Rust
- SDL

Projects

 For demos visit my portfolio: Dehayat.com

C++ Game Engine

I am currently working on a game engine in C++ with the following features:

- Render Sprites easily
- Asset Management
- Level Editor and serialization using Yaml
- Box2D integration for physics.
- Integrated EnTT for ECS support

Rosa

A 2D game made in Unity inspired by Hollow Knight. You play as Rosa and use a grappling hook and a sword to kill all the enemies in your way.

Education

October 2021 - Present

Master of Engineering in Game Studies and Engineering | University of Klagenfurt

September 2016 - May 2020

Bachelor's Degree in Computer Science | University of Jordan | GPA 3.83 Excellence with honors

Activities

- Frequently participate in game jams both alone and as part of a team.
- Participated In many competitive programming competitions in School and University Including:
 - Top 2% out of 2600 teams in IEEE Xtreme 12(The largest global competitive programming contest).
 - 3rd place in JCPC (Sponsored by ACM).
 - Solved Over 800 Problems on [Codeforces](https://codeforces.com/), a competitive programming site.
- Teaching at game development workshops at the University of Jordan.