Mohammad Aldehayat

Software Engineer · C#/.NET, C++ · Games, Tools, Accessibility

Graz, Austria · mdehayat@gmail.com · dehayat.com

SUMMARY

Software engineer with 5+ years of experience in C#/.NET and C++, from test automation for semiconductor labs at Infineon to a game downloaded more than 10 million times. I work where software meets hardware, consoles and other fields, and I'm finishing an MSc on game accessibility for deaf players.

EXPERIENCE

Software Engineer — Infineon Technologies, Villach, Austria 2024 - 2026

- Designed a modular C# test automation framework used by 40+ chip verification engineers to automate lab instruments and measurements, cutting manual testing by ~40%.
- Built RESTful APIs with ASP.NET Core, Entity Framework and SQL Server powering internal test-result dashboards.
- Extended Jenkins CI/CD pipelines for 5 projects, taking releases from a manual process down to hours.

System Programmer — Rababa Games, Amman, Jordan 2019 - 2022

Hajwala Drift: 10M+ downloads on mobile, released on PlayStation 4 · team of ~10

- Owned the PS4 version end to end: porting, platform integration, performance and release.
- Worked on real-time online multiplayer with Photon.
- Wrote a native C++ plugin integrating Logitech steering wheels on PS4, exposed to Unity so designers could tune handling without touching native code.
- Designed a crash-safe C# save system with atomic writes and recovery, cutting player data loss by ~90%.

RESEARCH

Expressive closed captions for deaf and hard-of-hearing players — MSc thesis In progress

- Expressive vs. standard captions in a horror game: Unity prototype in three versions and a qualitative user study.

PROJECTS

BlackRoseEngine — 2D game engine in C++ github.com/Dehayat/BlackRoseEngine

- ECS (EnTT), Box2D physics, Lua scripting (sol3) and an in-engine Dear ImGui editor with YAML serialization.

Game jams — 10+ games in Unity, solo and in teams dehayat.itch.io

EDUCATION

MSc Game Studies and Engineering — University of Klagenfurt, Austria 2021 - 2027 (expected)

Grade average 1.51 (Austrian scale, 1 = best) · Exchange semester in Japan

BSc Computer Science — University of Jordan, Amman 2016 - 2020

GPA 3.83 / 4.0 · Ranked 2nd in cohort

SKILLS

Programming	C#, .NET, ASP.NET Core, Entity Framework, C++, Lua, SQL, Unity
Tools	Git, Jenkins (CI/CD), Docker, NUnit, xUnit, Visual Studio
Languages	Arabic (native), English (native), German (A1, learning)
Practices	Clean architecture, SOLID, design patterns, ECS, plugin systems, REST APIs, accessibility (SDH)

AWARDS & LEADERSHIP

Competitions	Jordanian Collegiate Programming Contest: 4th (2018), 5th (2017) · IEEE Xtreme 12: 55th of 2,600
Mentoring	200+ students mentored; organized programming contests and workshops