

# Mohammad aldehayat

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## PROFESSIONAL EXPERIENCE

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### INFINEON

Villach, Austria

#### Software Engineer Intern

OCTOBER 2024-Present

- Supporting Verification engineers by developing test automation software in C#.

### RABABA GAMES

Amman, Jordan

#### Programmer

NOVEMBER 2019- June 2021

- Worked on multiple game projects using Unity and C#.
- Programmed networking that ensured reliable synchronization of game-related information among players and effectively managed network failures to enhance the user's online experience.
- Developed a game save system, which works seamlessly in the background, ensuring data integrity and uninterrupted play.
- Developed a robust and stable UI system preventing tight coupling of UI into game code and ensuring good user experience..
- Created a native C++ plugins including Logitech steering wheel integration for PS4, allowing users to have a more immersive driving experience.

## EDUCATION

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### UNIVERSITY OF KLAGENFURT

Klagenfurt, Austria

*Master of Science, Game studies and Engineering*

2021-Present

### SOKA UNIVERSITY

Tokyo, Japan

*Study Abroad, Exchange Semester*

2023

### UNIVERSITY OF JORDAN

Amman, Jordan

*Bachelor of Science, Computer Science*

2016-2020

## ADDITIONAL INFORMATION

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- Skills: Unity, C#, .NET, C++, Rust, Unreal Engine, Git, Visual Studio, SDL, Lua
- 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)
- 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

## PROJECTS

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### C++ Game Engine

- 2D game engine to study game development.
- Efficient sprite rendering, Box2D physics integration, and comprehensive asset management.
- ECS architecture using EnTT.
- Lua scripting support and a fully-featured level editor.